USER MANUAL

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Xedio Dispatcher

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Improvement Requests

Your comments will help us improve the quality of the user documentation. Do not hesitate to send improvement requests, or report any error or inaccuracy on this user manual by e-mail to doc@evs.com.

Regional Contacts

The address and phone number of the EVS headquarters are usually mentioned in the Help > About menu in the user interface.

You will find the full list of addresses and phone numbers of local offices either at the end of this user manual (for manuals on hardware products) or at the following page on the EVS website: http://www.evs.com/contacts.

User Manuals on EVS Website

The latest version of the user manual, if any, and other user manuals on EVS products can be found on the EVS download center, on the following webpage: http://www.evs.com/downloadcenter.

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What's New?

In the user manual, the icon NEW ! has been added on the left margin to highlight information on new and updated features.

The sections updated to reflect the new and modified features in Xedio Dispatcher from Xedio Suite 4.03 and 4.35 (compared to Xedio Dispatcher 4.02) are listed below.

Updated management of export target profiles

- The configuration of RTProf is done from a Menu bar option rather than the Export tool.

  See section "Creating your Own Export Target Profile" on page 9.

  See section "Menu Bar" on page 50.

- Xsquare can now be used with Xedio Dispatcher. A storyboard can be exported to a predefined Xsquare target.

  See section "Xsquare Target" on page 18.

  See section "Menu Bar" on page 50.

  See section "Overview of the Export to Target Tab" on page 80.

  See section "Exporting to Target" on page 115.

- The export can be monitored.

  See section "Monitoring the Export Process to a Target" on page 116.

Import of metadata profile

- Metadata profiles can be imported into Xedio Dispatcher.

  See section "Managing Metadata Profiles" on page 24.

New keyboard shortcuts

- Updated list of keyboard shortcuts.

  See section "List of Media Dispatcher Keyboard Keys Assignments" on page 43

Management of spanned clips created from a single shot over several P2 cards

- Special display for contiguous clips created during a single shot on a P2 card.

  See section "Overview of the Workspace in Thumbnail View" on page 54.

  See section "Process Overview with File Exceeding the P2 Card Capacity" on page 2.

Management of 3D media

- Possibility to transfer media from P2-3D cards as 2 separate files.

  See section "Product Description" on page 1.

  See section "Overview of the Workspace in Thumbnail View" on page 54.

  See section "Process Overview with P2-3D Cards as Source" on page 2.

New behavior for the J, L shortcuts

- The first time the J or the L shortcut is pressed, the speed is 100%.

  See section "Transport Commands in the Player" on page 72.

The Allow Match Frame function has been removed

See section "List of Media Dispatcher Parameters" on page 32.

See section "Overview of the Storyboard Player" on page 62

1. Introduction

1.1. Product Description

Xedio Dispatcher is a software product used for browsing A/V files in place, rough-cutting and exporting rough-cuts to multiple destinations and formats.

Xedio Dispatcher automatically detects connected devices (such as CANON, P2, XDCAM or XDCAM EX devices), and instantly displays their contents. This allows immediate browsing of the media directly on the device, which speeds up the shoot selection, sub-clipping and/or fast rough-cut editing. Shoots, sub-clips and edits can also be instantly logged. Xedio Dispatcher also scans drives or folders upon user request and displays their content.

As soon as clips are displayed in Xedio Dispatcher, they are available to Xedio database and media server as growing clips, without waiting the end of transcoding process.

Once selected or created, the sub-clips and consolidated storyboards can be easily transferred from the device itself to any target such as EVS video server, media server (for example: SAN, XStore), or any type of storage. They can also be exported to a file that can be read by an external system or to an external device such as a tape recorder.

Simultaneous transfers to multiple destinations in multiple formats are supported thanks to Xedio on-the-fly SD/HD rewrapping & transcoding capabilities.

Refer to the release notes for the list of supported formats and codecs for source files and exported files.

NEW ! Xedio Dispatcher is able to manage media from P2-3D cards and transfer media from the left and right cards as two separate files to the selected target.

1.2. Opening Xedio Dispatcher

To start Xedio Dispatcher, select the Xedio Dispatcher application via the menu **Start > All Programs > EVS Broadcast Equipment > Xedio Dispatcher > Xedio Dispatcher** or double-click the Xedio Dispatcher shortcut on the desktop:

1.3. Process Overview

1.3.1. General Working Process

When you want to create and export a storyboard, you will usually apply the following steps. These steps are explained as simple procedures in the following sections. Click on the step to jump directly to the corresponding section.

1. Creating an empty storyboard
2. Selecting media
3. Adding sub-clips to the storyboard
4. Adding logs to clips and/or storyboard (optional)
5. Checking the storyboard
6. Exporting the storyboard

1.3.2. NEW ! Process Overview with File Exceeding the P2 Card Capacity

When the duration of a single shot record exceeds the capacity of the P2 card or when the resulting file exceeds 4 GB, the camcorder goes on recording on another P2 card.

This results in multiple contiguous media files automatically detected by Xedio Dispatcher. They are highlighted in the Thumbnail view of the workspace by yellow rectangles on the right and/or the left sides of the clip thumbnails.

See section "Overview of the Workspace in Thumbnail View" on page 54.

1.3.3. NEW ! Process Overview with P2-3D Cards as Source

Xedio Dispatcher is able to manage 3D media from P2 cards and its transfer to a storage location.

The process is subject to the following limitations:

- Source must be P2-3D cards.
- Always use a Storyboard or a full media within Xedio Dispatcher.
- Thumbnails will always refer to the 1st P2-3D card.
- Both left and right P2-3D cards cannot be plugged in the Xedio Dispatcher workstation at the same time. The second card must not be plugged until the first storyboard is has been transferred to the target.

The process must respect the following sequence of steps:

1. Plug the first P2-3D card in the Xedio Dispatcher workstation (left or right eye card).
2. Make a storyboard (i.e. cut-sequence or shot selection) from this card.

3. Export the sequence as a file (e.g. left_eye_file.mxf).
4. Unplug the card.
5. Plug the second card in the Xedio Dispatcher workstation.
6. Export the sequence as a file, now linked to the other eye (e.g. right_eye_file.mxf).

See section "Overview of the Workspace in Thumbnail View" on page 54 for the display specific to 3D clips.

2. Installation

2.1. Prerequisites

Here is the list of prerequisites to the installation of Xedio Dispatcher:

- Hardware requirements must be met.
- Software requirements must be met.
- The XSecure application needs to be installed on the workstation with all the required license codes.
- Xedio Dispatcher has to be installed with administrator rights.
- It is recommended to close all other applications before starting the Xedio Dispatcher installation, especially all EVS applications.
- XDCAM and/or P2 drivers must be installed on the Xedio Dispatcher computer.

2.2. Hardware and Software Requirements

Hardware Requirements

Xedio Dispatcher can be installed on a single laptop or desktop computer.

The browser and player of Xedio Dispatcher use the CPU resources of the Xedio Dispatcher workstation to decode the A/V material, depending on the source and the target codecs.

The guidelines for the hardware minimum requirements are:

- CPU:
  - For 720p and AVC Intra 100: Core i7 2.8 GHz processor (or equivalent)
  - For all other codecs and video standards: Core Duo 2.33GHz processor (or equivalent)
- RAM: 3GB
- Display Resolution: minimum 1280x1024
- Gfx Card: no specific needs ("standard" PC Gfx card)

Options:

- USB 2.0, IEEE 1394 (Firewire) and/or PCIe interface(s) depending on the device you want to connect to Xedio Dispatcher machine (FTP access not supported).
- For Audio monitoring and/or Audio Guide Track: Digigram Audio Board or any other Audio Board.

Software Requirements

Xedio Dispatcher has to be installed on a computer running Windows XP Pro SP3 32 bits or Windows 7 32 or 64 bits.

2.3. Licenses

2.3.1. License Codes Required

The XSecure application needs to be installed on the workstation. All the following license codes (known as Xedio Dispatcher full option) must be requested to allow the use of Xedio Dispatcher, except the Audio Guide Track and RTProf Wizard which are optional.

License	Code	Description
Base Package	10	Base Package for Xedio Dispatcher
P2 Source	20	Access to A/V content on P2 support
XDCAM Source	30	Access to A/V content on XDCAM support
Storyboarding	40	Access to the Storyboarding (rough cut) module of Xedio Dispatcher
Audio Guide Track	41	Allows the creation of an Audio Guide Track over a storyboard
Export	50	Access to the Export Module of Xedio Dispatcher
RTProf Wizard	51	Allows the creation of a new export target profile (RTProf generator)
Logger	60	Access to the Logging (IPD Logs) module of Xedio Dispatcher
Transcoding	70	Access to the transcoding option for the export module. If not present, only smart rendering is allowed.

2.3.2. Requesting and Importing the License Keys

In the XSecure Manager application installed on the Xedio Dispatcher workstation, you need to click the **Request** button to generate an XML file. Email this XML file to the EVS support and ask for the Import Key file.

Once you have received the Import Key file, you need to select and import the file via the **Import Key File** button in XSecure Manager.

2.4. Installation Procedure

A Setup wizard guides you through the installation of Xedio Dispatcher.

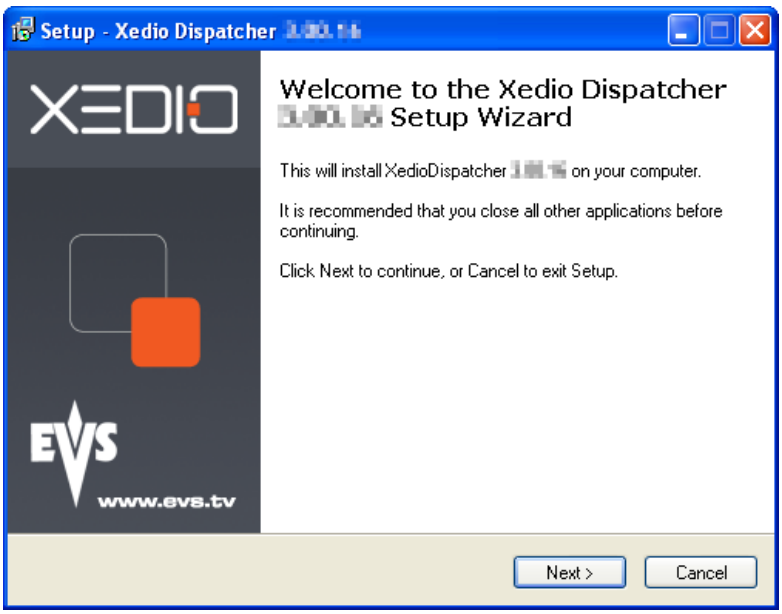
To install Xedio Dispatcher, proceed as follows:

1. Copy the installation file FullXedioDispatcher_4.0x.xx.exe locally.

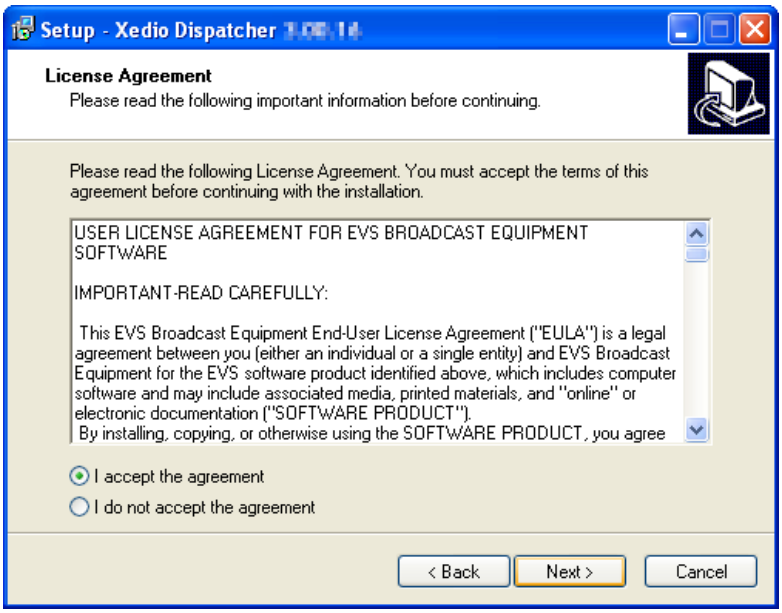
   This is the full installer file, which you need to use for a first installation. Use the XedioDispatcher_4.0x.xx.exe for upgrades.

2. Double-click on the installation file to launch the installation wizard.

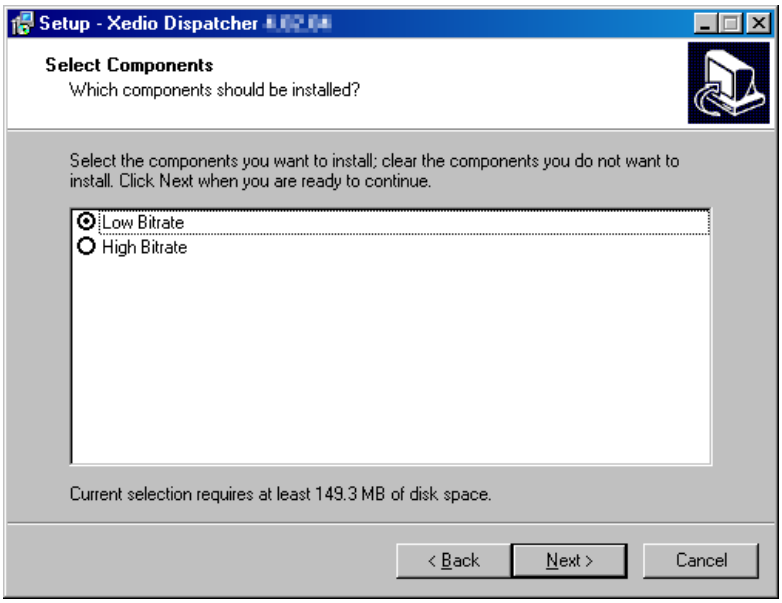
3. Click **Next** on the Welcome window.


Setup - Xedio Dispatcher
Welcome to the Xedio Dispatcher
Setup Wizard
This will install XedioDispatcher on your computer.
It is recommended that you close all other applications before continuing.
Click Next to continue, or Cancel to exit Setup.
www.evs.tv
Next >
Cancel

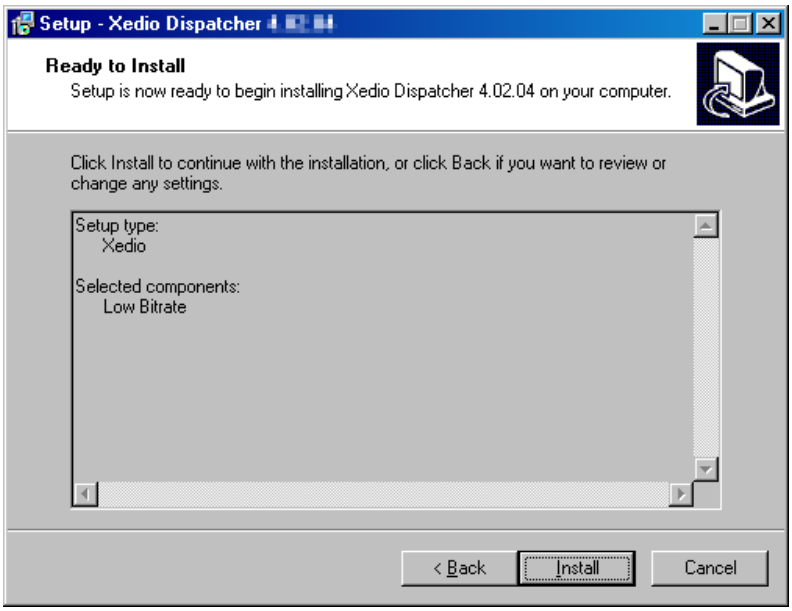
4. Read the License agreement, click the **I accept the agreement** option and click **Next**.


Setup - Xedio Dispatcher
License Agreement
Please read the following important information before continuing.
Please read the following License Agreement. You must accept the terms of this agreement before continuing with the installation.
USER LICENSE AGREEMENT FOR EVS BROADCAST EQUIPMENT SOFTWARE
IMPORTANT-READ CAREFULLY:
This EVS Broadcast Equipment End-User License Agreement ("EULA") is a legal agreement between you (either an individual or a single entity) and EVS Broadcast Equipment for the EVS software product identified above, which includes computer software and may include associated media, printed materials, and "online" or electronic documentation ("SOFTWARE PRODUCT").
By installing, copying, or otherwise using the SOFTWARE PRODUCT, you agree
I accept the agreement
I do not accept the agreement
< Back
Next >
Cancel

5. Select the components you want to install and click **Next**.


Setup - Xedio Dispatcher
Select Components
Which components should be installed?
Select the components you want to install; clear the components you do not want to install. Click Next when you are ready to continue.
Low Bitrate
High Bitrate
Current selection requires at least 149.3 MB of disk space.
< Back
Next >
Cancel

6. Click **Install** on the Ready to Install window.


Setup - Xedio Dispatcher
Ready to Install
Setup is now ready to begin installing Xedio Dispatcher 4.02.04 on your computer.
Click Install to continue with the installation, or click Back if you want to review or change any settings.
Setup type:
Xedio
Selected components:
Low Bitrate
< Back
Install
Cancel

7. Click **Finish**.

Setup - Xedio Dispatcher
Completing the Xedio Dispatcher
Setup Wizard
Setup has finished installing Xedio Dispatcher on your computer. The application may be launched by selecting the installed icons.
Click Finish to exit Setup.
www.evs.tv
Finish

When the application is installed, you need to restart the computer.

The Xedio Dispatcher installer will then perform some final installation steps before you can launch the application.

3. Configuration and Customization

3.1. Export Target Profiles

3.1.1. Definition

An Export Target Profile (also called "RTProf") is an .xml file that contains the definition for rendering the storyboard created in Xedio Dispatcher into a single file on a given destination or into a clip on a given EVS server.

The Export Target Profile mainly includes the definition of the destinations, and of the codecs in which the file or clip need to be generated.

The Export Target Profiles can be defined and customized to your needs by the EVS Project Manager. However, you can also create your own Export Target profiles using the Target Wizard.

The Export Target Profiles available in Xedio Dispatcher are stored in: C:\XedioDispatcherMS\Profiles\RTProf.

3.1.2. Creating your Own Export Target Profile

You can create an Export Target profile with the RTProf wizard in standalone mode, or from Xedio Dispatcher, by means of its New Target wizard.

To create an Export Target Profile from Xedio Dispatcher, proceed as follows:

NEW ! 1. In the Menu bar, click **Targets > RTProf > Create RTProf**.

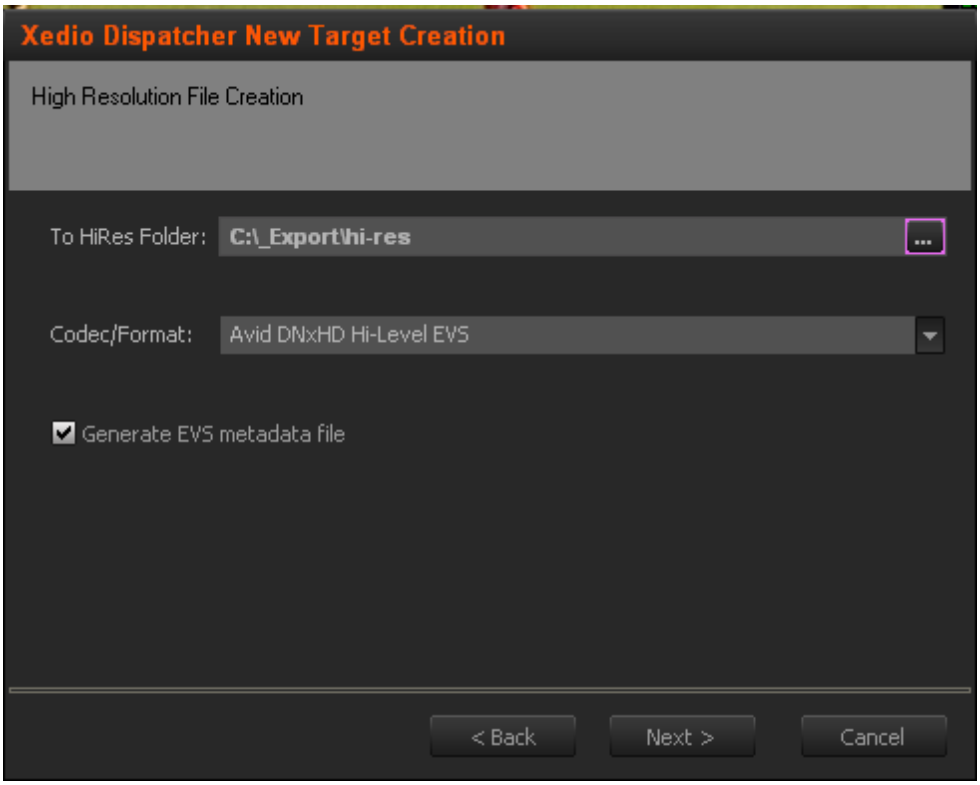
The New Target Creation wizard opens.

2. In the Target Type dialog box:

   a. select the types of targets you want to generate, either files stored on the network, or clips on EVS servers:

   b. Click **Next**.

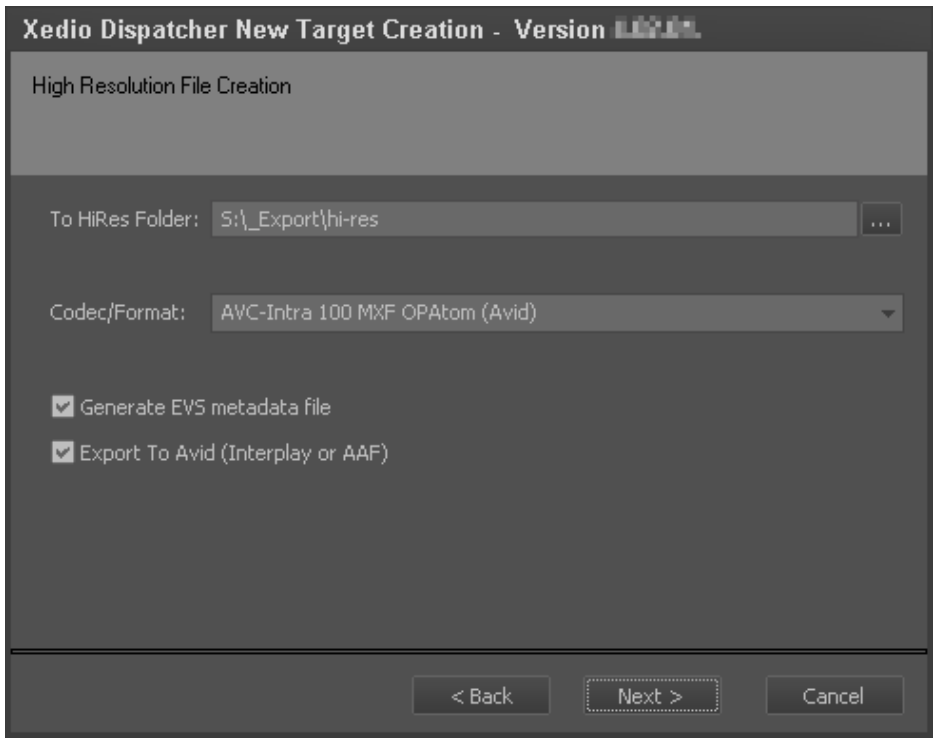
3. The High Resolution File Creation dialog box is displayed if you have asked to generate hi-res files.



a. Specify the folder where the high resolution files will be stored, as well as the codec and format to be used to generate these files.

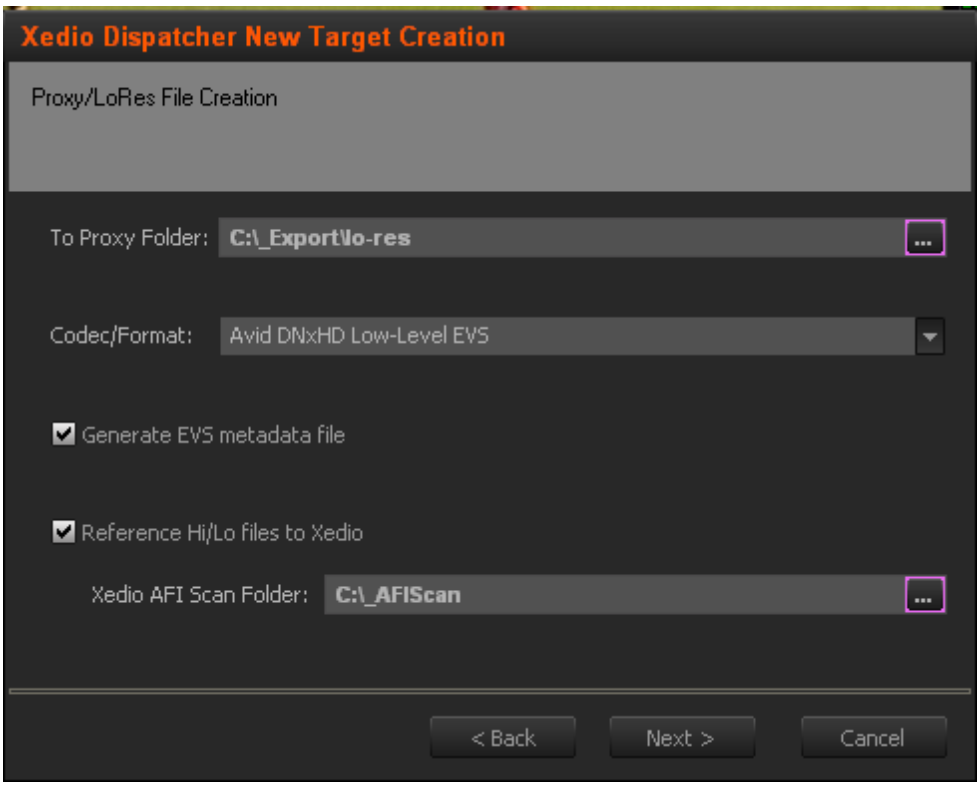
b. If you want to generate an EVS metadata file (XML file), that will contain the file definition and the custom metadata fields associated to the media/Storyboard, select the **Generate EVS metadata file** option. This metadata file will be stored in the same folder as the media file.

c. If you select an Avid OPAtom format, the **Export to Avid (Interplay or AAF)** option appears. Select it if you want to export to Avid. Further configuration will be done in steps 10 and 11.



d. Click **Next**.

4. The Proxy/LoRes File Creation dialog box is displayed if you have asked to generate lo-res files.



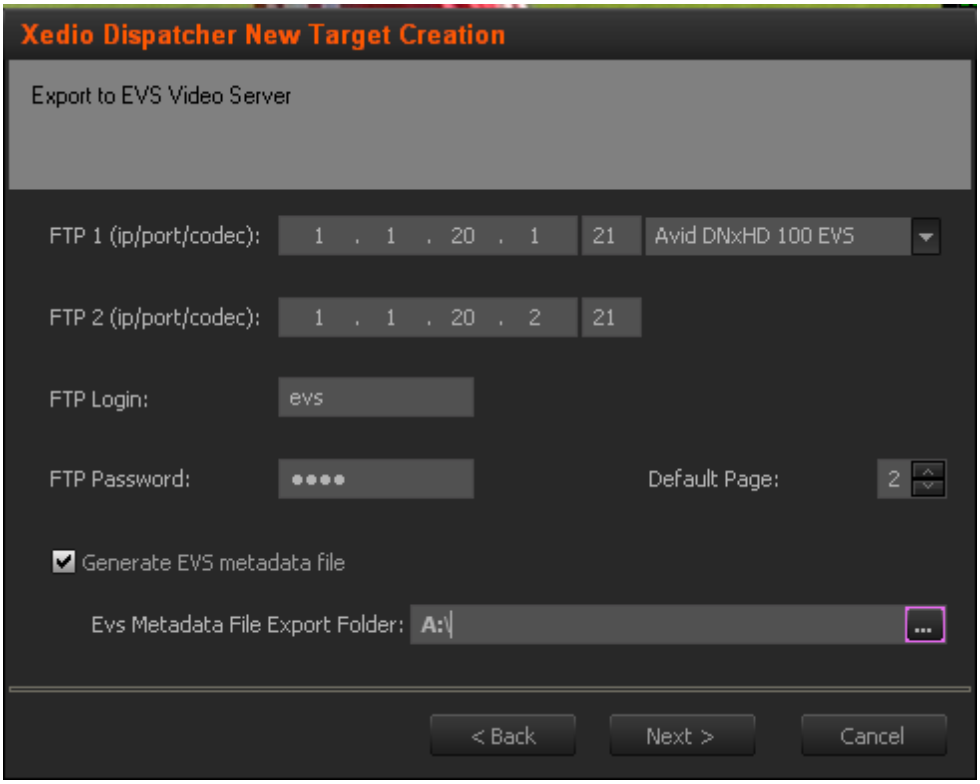
a. Specify the same information for the low resolution files as for the high-resolution file.

b. If you want the AutoFileImporter application (AFI) to scan the generated files and reference them in the Xedio database, select the **Reference Hi/Lo files to Xedio** option and specify the folder that AFI will have to scan to find the jobs to perform.

c. If you select an Avid OPAtom format, the **Export to Avid (Interplay or AAF)** option appears. Select it if you want to export to Avid. Further configuration will be done in steps 10 and 11.

d. Click **Next**.

5. The Export to EVS Video Server dialog box displays if you have asked to generate clips.



a. Specify both IP addresses of the EVS video server, the codec used on the server, the FTP login and password, the default page on which the generated clip will be stored.

b. If you want to generate an EVS metadata file (XML file), that will contain the file definition, select the **Generate EVS metadata file** option, and specify the folder where the file should be stored.

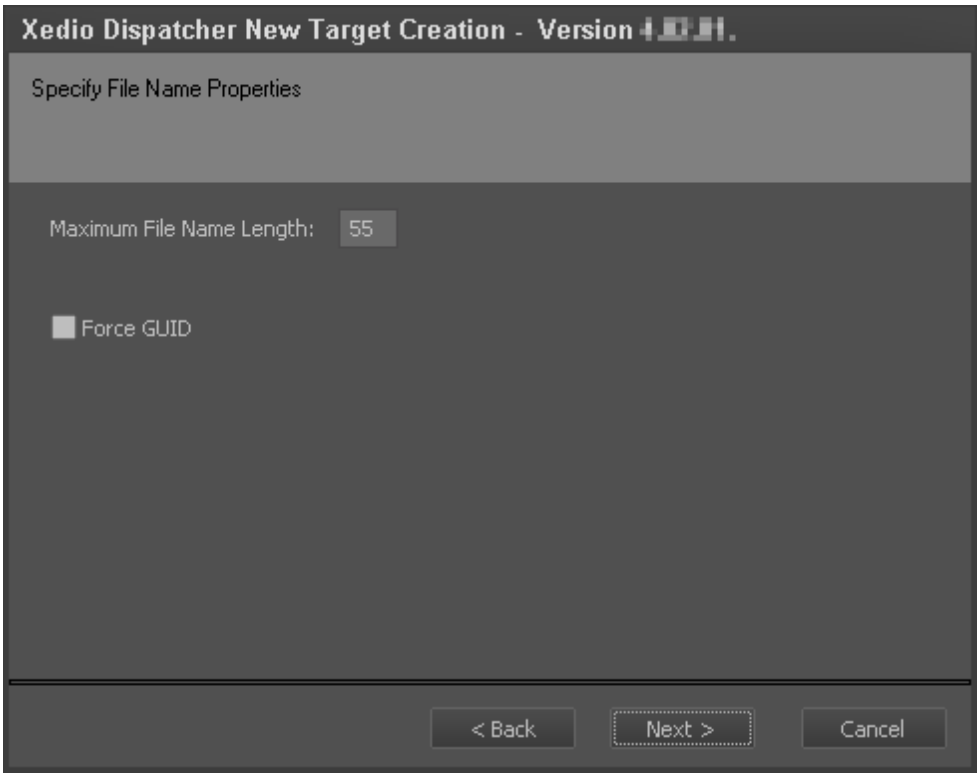
c. Click **Next**.

6. If you have asked to use a second EVS server as backup, the Export to 2nd EVS Video Server dialog displays.

a. Provide the same information as for the main EVS server.

b. Click **Next**.

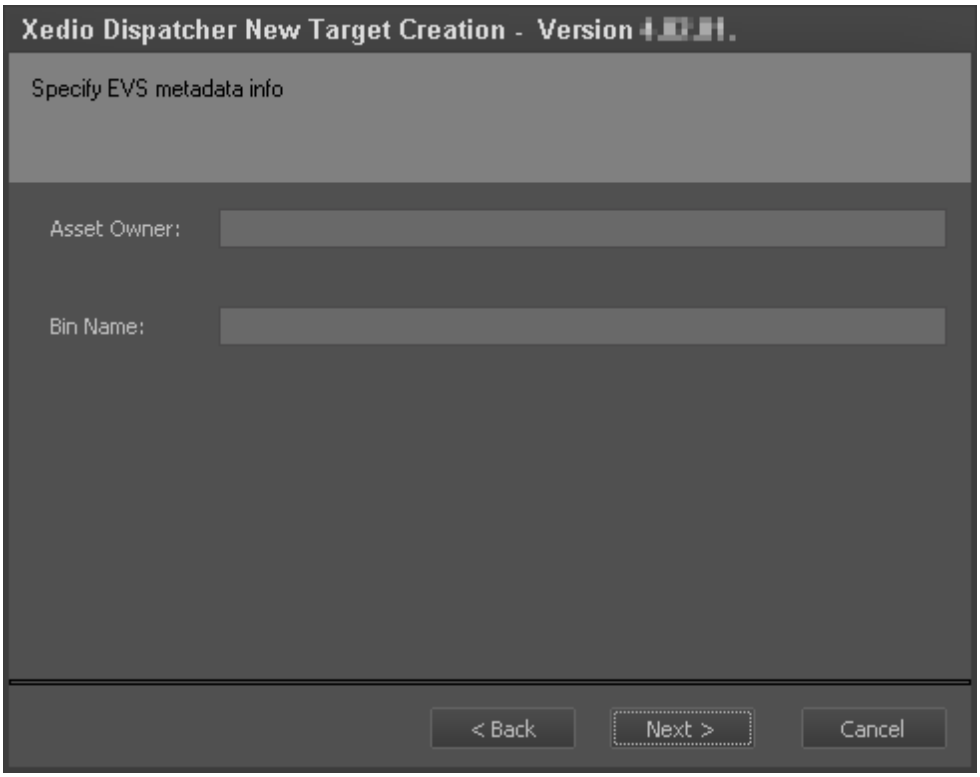
7. The File Name Properties dialog box displays.



- Maximum filename length: maximum number of characters above which the filename will be truncated.
- Force GUID: when this option is selected, a GUID will be incremented at the end of the filename.

Click **Next**.

8. The EVS Metadata Info dialog bog displays, if you have selected one of the **Generate EVS metadata file** options.

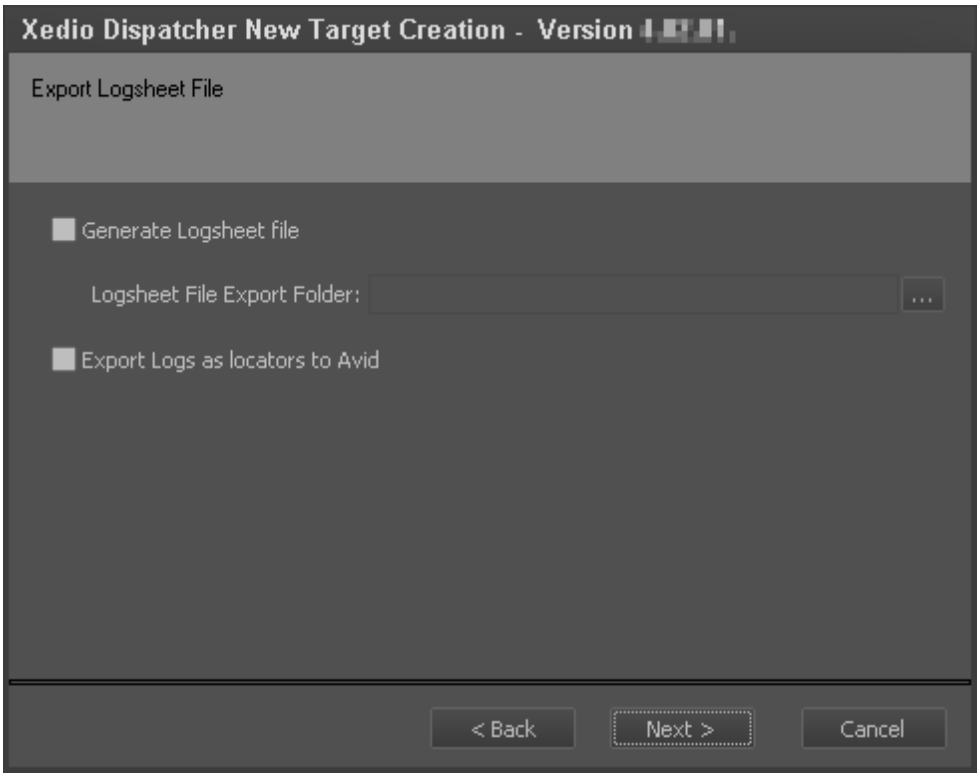


a. Asset Owner: specify the owner of the media/edit you will export as it will appear, for instance, in IPDirector.

b. Bin Name: specify the name of the IPDirector bin where you want to send your material.

c. Click **Next**.

9. The Export Logsheet File dialog box displays.

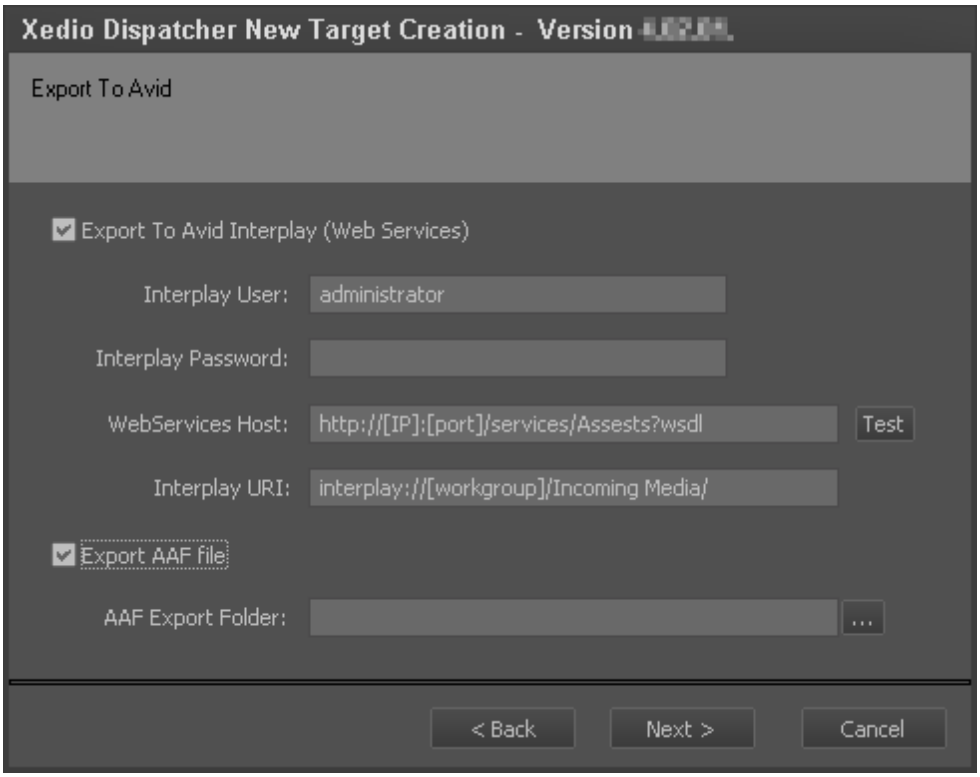


- Xedio Dispatcher can generate a log sheet (XML file) that will contain the log information available in the clip, sub-clip or storyboard exported. To this end, select the **Generate Logsheet file** option and specify the folder where to export this log sheet.
- If you have selected the **export to AVID** during steps 4 or 5, the **Export Logs as locators to Avid** option is displayed. By selecting this option, the locators will appear on-the-fly within Avid.

Note
If one of those options is selected, cut points will be exported as logs.
- Storyboard start timecode and storyboard end timecode are considered as cut points.
- Each cut point between the start and the end of the storyboard contains 2 logs: on for the IN point and one for the OUT point.

Click **Next**.

10. If you have selected the **export to AVID** during steps 4 or 5, the Export to Avid dialog box displays.



a. Select the export type you want to perform.

- If you want to export your storyboard to an Avid Interplay setup using WebServices, select **Export to Avid Interplay (Web Services)**. During the export to Avid Interplay, users will be allowed to use the file being encoded.

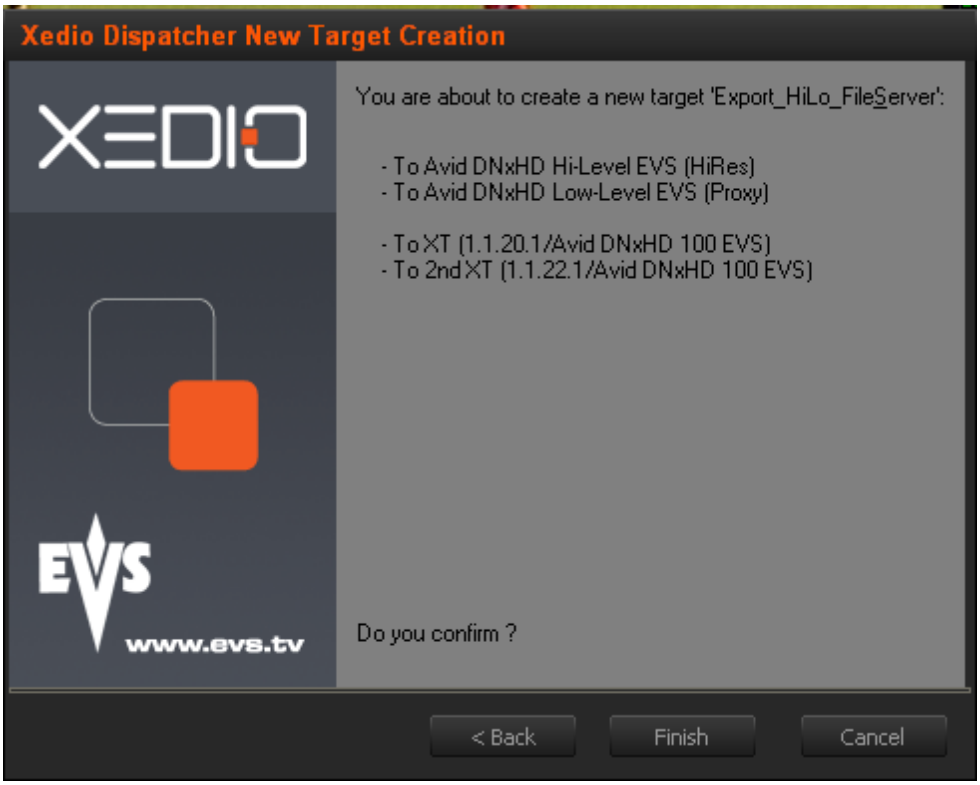
  The **Test** button can be used to check the connectivity with Avid WS host.

- If you want to export your storyboard to an Avid setup using an AAF file, select **Export AAF File**. The AAF file will contain the reference to OPAtom files, specific metadata and locators.

b. Click **Next**.

11. In the next dialog box, specify the name for the Target Profile you have defined. This is the name that will be displayed in the **Target** field of the Export Tool in Xedio Dispatcher.

12. The last dialog box provides an overview on the target profile definition. You can still go back to a previous dialog box, and modify the target profile definition.


Xedio Dispatcher New Target Creation
XEDIO
You are about to create a new target 'Export_HiLo_FileServer':
- To Avid DNxHD Hi-Level EVS (HiRes)
- To Avid DNxHD Low-Level EVS (Proxy)
- To XT (1.1.20.1/Avid DNxHD 100 EVS)
- To 2nd XT (1.1.22.1/Avid DNxHD 100 EVS)
EVS
www.evs.tv
Do you confirm ?
< Back
Finish
Cancel

Click **Finish** to confirm the Target Profile Definition.

The target profile you have created is now available for use in the **Target** field of the Export to Target Tool in Xedio Dispatcher.

3.2. NEW ! Xsquare Target

3.2.1. Purpose

Xsquare can be used to receive and send media in file format or for the rendering of files to an EVS video server.

Xsquare installed locally on the Xedio Dispatcher workstation will automatically be detected.

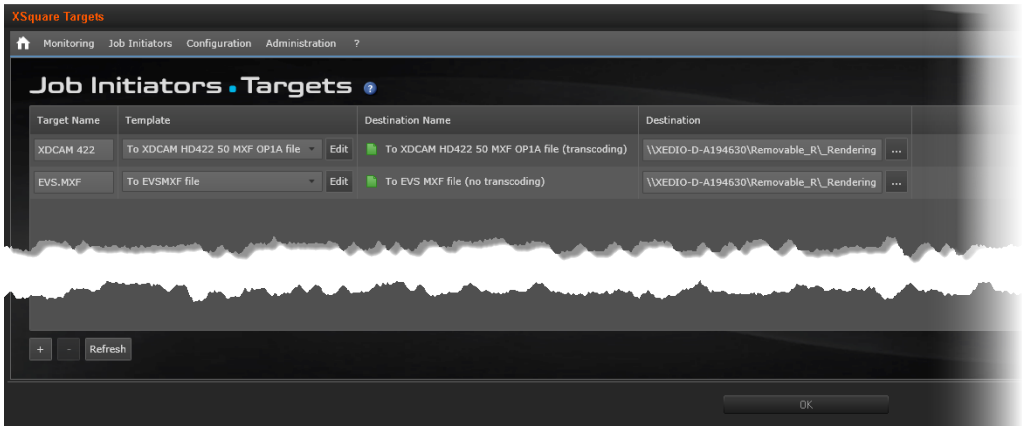
However, users have also the possibility to use an Xsquare installed on another workstation, provided that their accounts use the same user ID and password in both Xsquare and Xedio Dispatcher.

3.2.2. Creating an Xsquare Target on the Local Xsquare

The local Xsquare installed on the Xedio Dispatcher workstation is automatically detected by Xedio Dispatcher.

The creation of targets on this local Xsquare is done from the Xsquare Targets window which can be directly accessed from within the Xedio Dispatcher interface.

To display the Xsquare Targets window, select **Create Xsquare Target** from the Targets > Xsquare menu of the Menu bar.



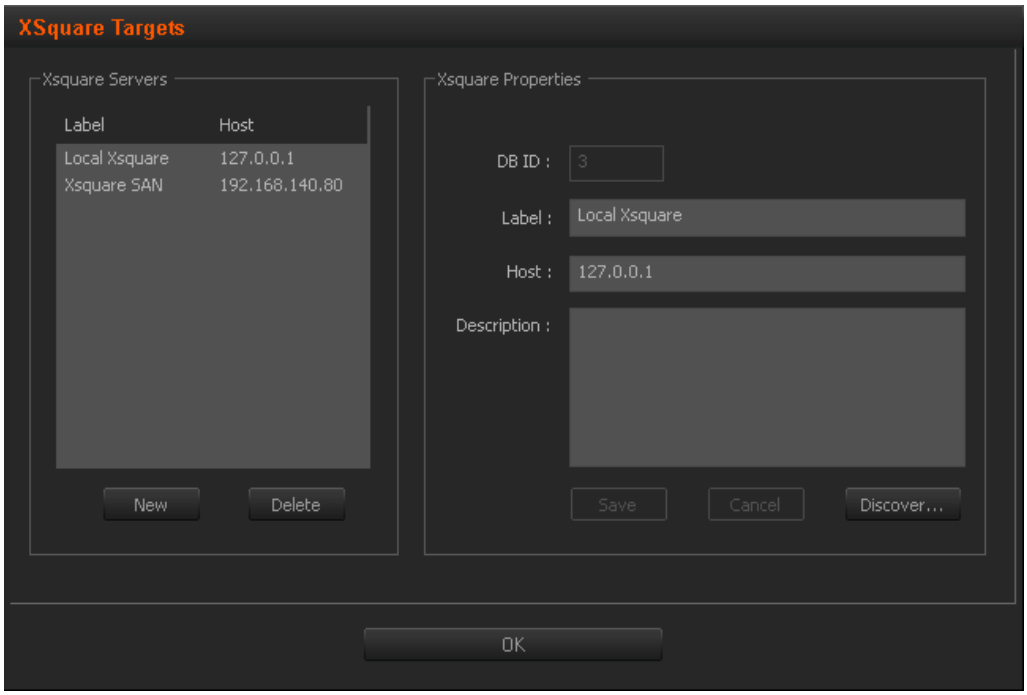
Refer to the Xsquare user manual for more information on the creation of targets and the description of fields.

3.2.3. Discovering Xsquare Servers

Overview of the Xsquare Servers Window

Xedio Dispatcher can work with targets from Xsquare not installed locally on the workstation. To do so, the distant Xsquare servers must be discovered from the Xsquare Servers window.

It can be accessed from the Menu bar, by selecting **Targets > Xsquare > Xsquare Servers**:



The Xsquare Servers area displays the list of Xsquare servers which have been defined as targets from Xedio Dispatcher.

The Xsquare Properties area shows the properties of a Xsquare server selected from the Xsquare Servers area.

The discovery of Xsquare targets can be done manually or automatically.

Automatic Procedure

To automatically find the list of Xsquare servers available on the network, proceed as follows:

1. Click the **Discover** button.

   The Xsquare Servers Discovery window opens and lists the Xsquare servers found.
2. Select one Xsquare server.
3. Click **Add**.

   The properties of the Xsquare server are displayed on screen.
4. Click **Save**.

   The selected Xsquare server is displayed in the Xsquare Servers area.

Manual Procedure

To select an Xsquare server manually, proceed as follows:

1. Click **New**.

   The default host name 127.0.0.1 is displayed in the Xsquare properties.
2. Set the Xsquare properties by completing the fields.

Field	Description
DB ID	Number automatically allocated by the system when you save the Xsquare configuration.
Label	Label given to the machine hosting Xsquare (optional).
Host	IP address or name of the machine hosting Xsquare.
Description	Text to describe the Xsquare (optional).

3. Click **Save**.

   The selected Xsquare server is displayed in the Xsquare Servers area.

3.3. Keyword Grids

The keywords grids used in Xedio Dispatcher are stored as .xml files in C:\Program Files\EVS Broadcast Equipment\XedioDispatcher\Keyword Grids*.xml. They are compatible with IPDirector.

Drop the requested keyword grid files in the folder specified above and the name of the file will be displayed as the keyword grid name in the Logger tool of Xedio Dispatcher. The grid is directly available in Xedio Dispatcher.

3.4. Metadata

3.4.1. Introduction

Metadata is customer-defined data used to describe or classify A/V material.

A metadata profile is made of a set of user fields which are managed together.

Metadata user fields are created and associated into metadata profiles within Xedio Dispatcher, or they can be imported into the system in the form of an .XML file.

A metadata profile can be associated with various items such as media or edits and, then, metadata values can be attributed to the item by entering specific values in the user fields.

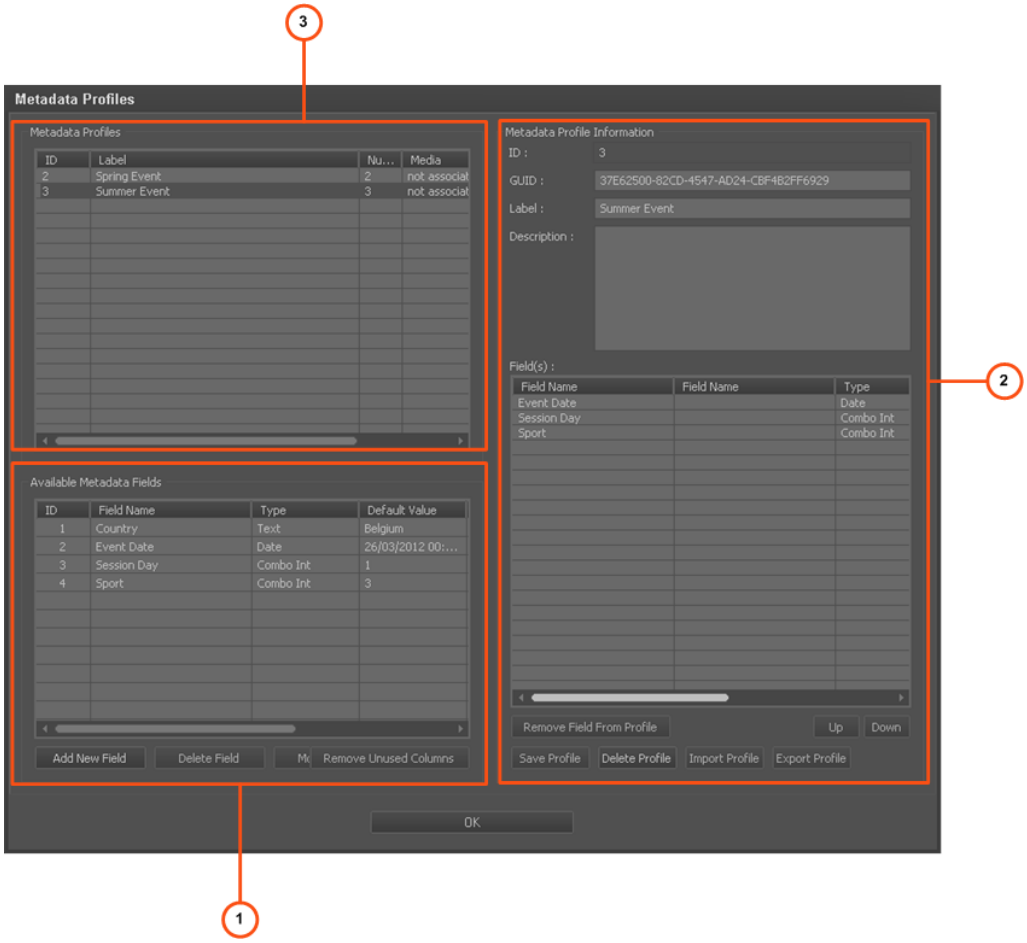
3.4.2. Profile Management

Overview of the Profile Management Window

Illustration

The Metadata Profiles window allows you to define user fields and to associate them into profiles. You can access it via the **Parameters > Metadata Profiles** option of the Menu bar.

It contains the areas highlighted on the screenshot below:



Area Description

The table below describes the various parts of the Metadata Profiles window:

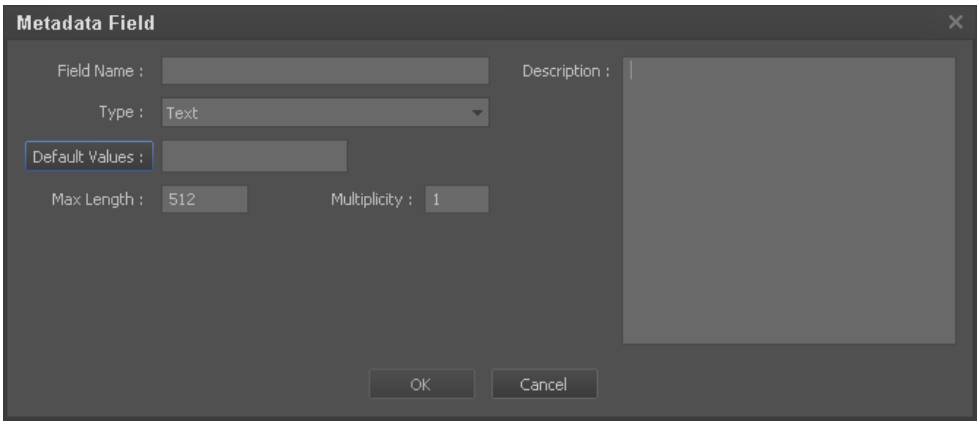
Part	Name	Description
1.	Available Metadata Fields	This pane is used to manage the metadata fields. It displays the list of existing metadata fields. See section "Managing User Fields" on page 23.
2.	Metadata Profile Information	This pane is used to create, import or export metadata profiles. See section "Managing Metadata Profiles" on page 24.
3.	Existing Metadata Profiles	This pane displays the list of existing metadata profiles.

Managing User Fields

How to Create User Fields

1. Click the **Add New Field** button in the Available Metadata Fields area.

   The Metadata Field dialog box opens:



2. Complete the following fields:

Field	Description
Field Name	Name you want to give to the user field.
Type	Six types of user fields are available. They will appear as follows in Xedio CleanEdit: • **Boolean**: True or False values. • **Date**: Date field with drop-down arrow giving access to a calendar. • **Text**: Free text field • **Combo**: Drop-down list of values defined at creation • **Number**: Number field with up and down arrows to increase or decrease the value. • **Timecode**: Timecode field
Default Values	Possibility to define a default value to be used for the user field. The default value is enabled when the **Default Values** button is surrounded by a red line.
Description	Optional text to describe the user field.
Field Values (combo option)	Right-click in the field and select **New** to define a value for the drop-down list.

3. Click the **OK** button.

   The user field is listed in the Available Metadata fields pane.

How to Modify a User Field

1. Select it in the list.
2. Click the **Modify Field** button.

3. Enter new values in the relevant fields.
4. Click the **OK** button.

If the user field is used in a profile, only the **Label** and the **Description** fields can be edited.

Note
A closed padlock icon displayed next to a user field means that the corresponding metadata profile has been selected from the Media Metadata Profile Table Association window or from the Edit Metadata Profile Table Association window.

How to Delete a User Field

1. Select it in the list.
2. Click the **Delete Field** button.

It can only be deleted if it is not used in a profile.

Managing Metadata Profiles

Creating a Metadata Profile

How to Create a Metadata Profile

1. Complete the following fields in the Metadata Profile Information area:

Field	Description
ID	Internal ID automatically filled by the system.
GUID	Mandatory parameter pre-filled with a unique ID. This GUID is particularly important if the media/edit is exported with its custom metadata to IPDirector. Enter the same GUID for this metadata profile in Xedio Manager as the matching metadata profile existing in IPDirector, so IPDirector will recognize the profile and not create a new one.
Label	Name you give to the profile. Use the log sheet profile name existing in IPDirector if you want to export A/V Material with its metadata in IPDirector.
Description	Optional text to describe the metadata profile.

2. Select the list of user fields you want to use in the profile: select a user field in the Available Metadata Fields area and drag it to the Metadata Profile Information area.
3. Click the **Save Profile** button. The metadata profile will then be displayed in the Metadata Profiles area.

How to Modify a Metadata Profile

1. Select it in the Metadata Profiles area
2. Add user fields from the Available Metadata Fields area to the Metadata Profile Information area, or

   select a user field in the Metadata Profile Information area and click the **Remove Field from Profile** button.
3. Click the **Save Profile** button.

It can only be edited if it is not selected for use in the Media or Edit Profile Association.

How to Delete a Metadata Profile

1. Select it in the Metadata Profiles area
2. Click the **Delete Profile** button in the Metadata Profile Information area.

It can only be deleted if it is not selected for use in the Media or Edit Profile Association.

NEW ! Importing a Metadata Profile

How to Import a Metadata Profile

To import a metadata profile (.xml file) into Xedio, proceed as follows:

1. Click the **Import** button.
2. Browse to the selected metadata profile file.
3. Click **Open**.

   The metadata profile is listed in the Metadata Profiles pane, provided that no metadata profile exists with this GUID or label.

Limitations to the Import of Metadata Profile

Under certain circumstances, it will not be possible to import a metadata profile, or the profile will be modified.

Users want to import a metadata profile with the same GUID, or the same label if there is no GUID, as an existing profile. Then, the following situations can occur:

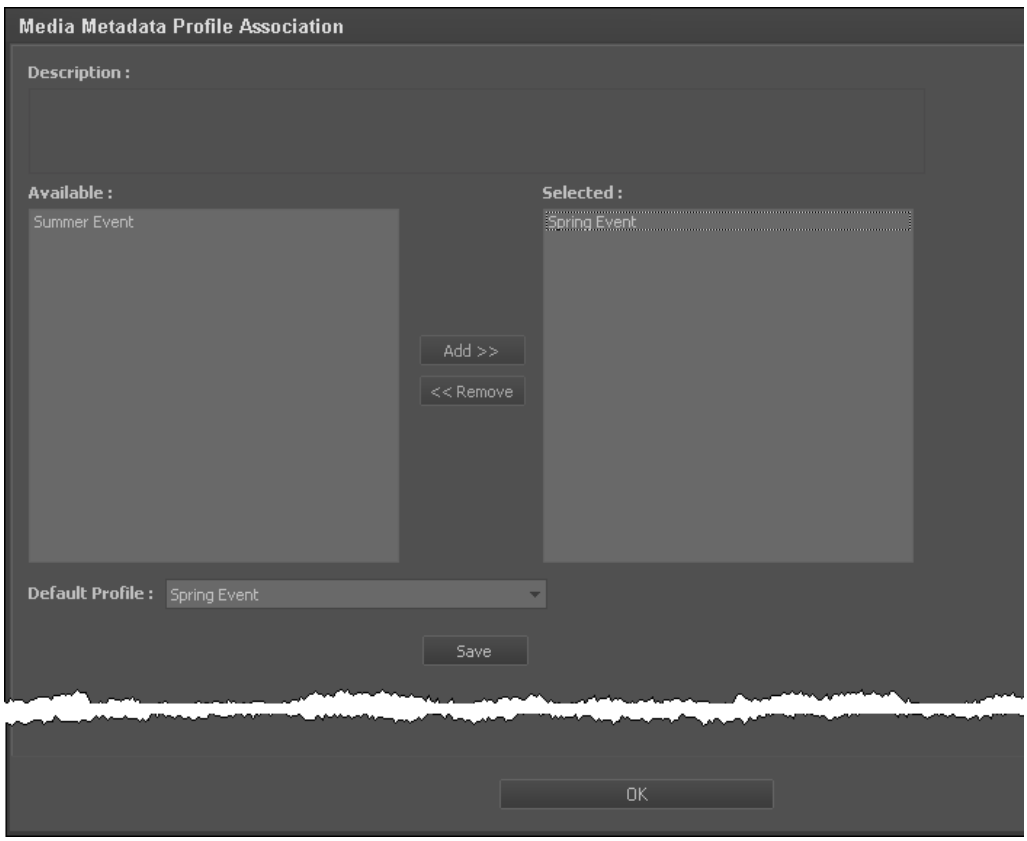
Situation	Action
The profile has not been used (it is not assigned to an element).	The existing profile can be updated with the imported profile.
The profile has already been used and the imported profile presents the user fields in a different order.	The existing profile can be updated with the imported profile.

Situation	Action
The profile has already been used and the imported profile presents additional user fields.	The existing profile can be updated with the imported profile.
The profile has already been used and some user fields do not exist in the imported profile.	Users have 3 options. The following message is displayed:

3.4.3. Media Profile Association

The Media Metadata Profile Table Association window allows you to select the profiles you want to make available for media.

You can access it via the **Parameters > Media Metadata Profile Association** option from the Menu bar.



The following fields are displayed in the window:

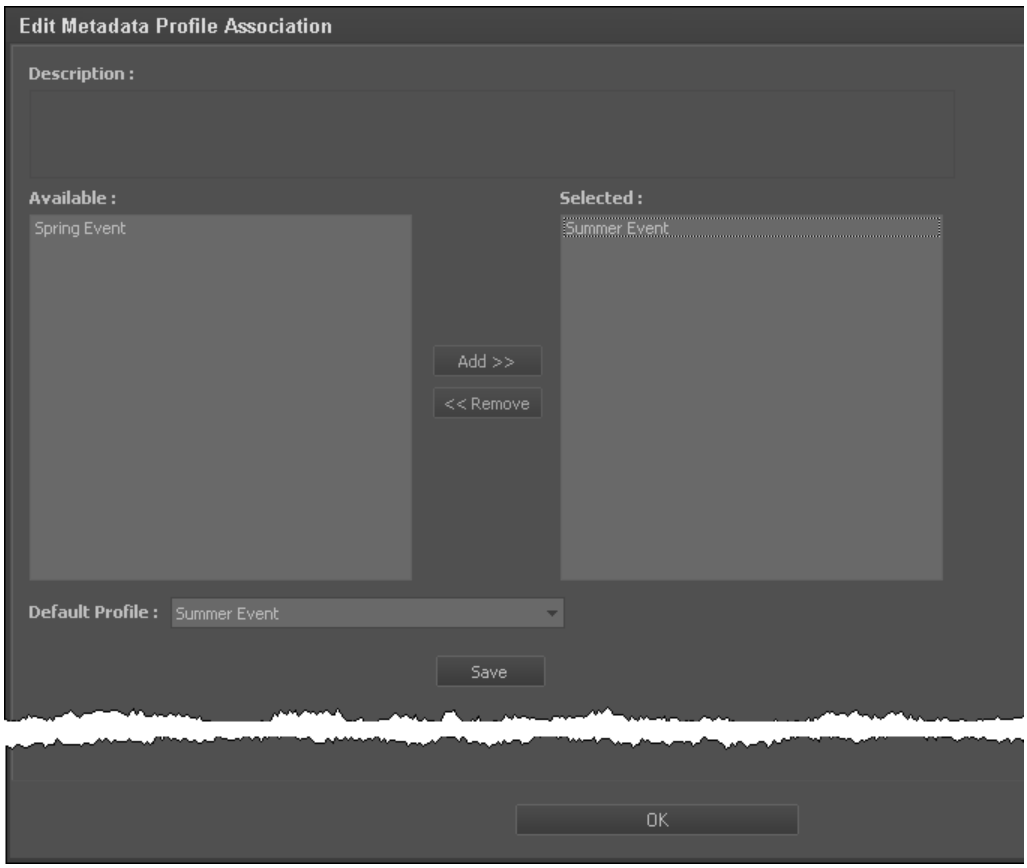
Field	Description
Description	Automatically filled by the system for the selected profile with the description text entered at profile creation.
Available	Displays the list of existing profiles available for selection.
Selected	Displays the list of profiles which have been selected in the Available list and added thanks to the **Add** button. Profiles can be removed from the Selected list and be made available in the Available list again by using the **Remove** button.
Default Profile	Allows the selection of a profile, from the list of Selected Profiles, to be used as default profile when a user will associate metadata to a media.

The **Save** button must be clicked to save changes.

3.4.4. Edit Profile Association

The Edit Metadata Profile Table Association window allows you to select the profiles you want to make available for edits.

You can access it via the **Parameters > Edit Metadata Profile Association** option from the Menu bar.



The following fields are displayed in the window:

Field	Description
Description	Automatically filled by the system for the selected profile with the description text entered at profile creation.
Available	Displays the list of existing profiles available for selection.
Selected	Displays the list of profiles which have been selected in the Available list and added thanks to the **Add** button. Profiles can be removed from the Selected list by using the **Remove** button.
Default Profile	Allows the selection of a profile, from the list of Selected Profiles, to be used as default profile when a user will associate metadata to an edit.

The **Save** button must be clicked to save changes.

3.5. Configuration Parameters

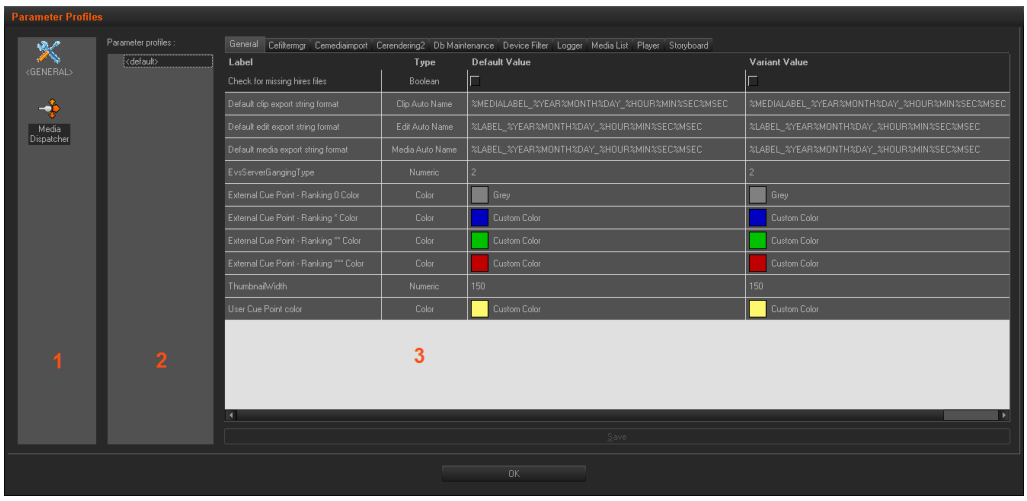
3.5.1. Parameter Profiles

Introduction

The parameter profiles makes it possible to set and store the software parameters Xedio Dispatcher into profiles.

You can access the parameter profiles in Xedio Dispatcher, via the **Parameters > Parameter Profiles** option of the Menu bar.

The window is divided into three areas:



Part	Name	Description
1	Application Selection area	This area displays the applications icons for which it is possible to manage parameters and profiles.
2	Profile Selection area	This area displays the available profiles that can be managed for the selected application.
3	Parameters area	This area gives the list of parameters. They can be edited and modified there.

List of <GENERAL> Parameters

General

Allows to backup EVS video server	When selected: the backup of EVS video server is allowed.
Auto Refresh Filtering	When selected: each time a new criterion is added to a filter, the search is automatically started without pressing **Return** or clicking the **Search** button.
Can select ClassList node	When selected: enables the selection of a class list node rather than only the deepest sub-items.
Confirmation window to backup EVS video server	When selected: displays a confirmation window before the backup operation of an EVS video server.
Default video aspect ratio	Video Ratio used in thumbnail generation and during rendering operations. Possible values: **4/3** or **16/9**.
Default high bitrate video width	Free text field to define the default horizontal resolution for hi-resolution video files (width in pixels).
Default Proxy Video Frequency	Default video frequency for Proxy video browsing, editing and encoding.
Default Proxy Video Resolution	Default video resolution for Proxy video browsing, editing and encoding.
Default video standard	Video supported by the Dispatcher in the current session (You cannot mixed PAL and NTSC). This parameter is also used during rendering to upscale or not the media Possible values: **PAL SD**, **NTSC drop SD**, **HD 1080i @50**, **HD 720p @50**, **HD 1080i @59,94**, **HD 720p @59,94**.
Default XT Growing Clip Duration	Field to define the default duration for XT growing clip.
Gop browsing accuracy for hi-res player	Defines the value under which the player display will be updated when browsing the nowline (ms).

Gop browsing accuracy for lo-res player	Defines the value under which the player display will be updated when browsing the nowline (ms).
Grab Still Frame Folder	Field to define the default folder to store grab image file.
Grab Still Frame Prefix	Field to define the default prefix for the resulting grab image file.
Notification Center IP address	Free text field to define the IP address of the notification center.
Notification center network port	Free text field to define the port number of the notification center.
Odd Frame Clipping	When selected: enables clipping on odd frames when working with P resolution in all players and timelines. **Note** This parameter should only be set for full progressive workflows.
Precise browsing accuracy for hi-res player	Defines the value under which the player display will be updated accurately when browsing the nowline (ms).
Precise browsing accuracy for lo-res player	Defines the value under which the player display will be updated accurately when browsing the nowline (ms).
XedioBroker IP address	Free text field to define the IP address of Xedio Broker.
XedioBroker network port	Free text field to define the port number of Xedio Broker.
XT Clip creation default clipname	Free text field to define the default clip name when creating an XT clip.

Audio

Default Input Audio Track Assignment	Defines the default audio channel assignment for the imported media files. The field displays the assignments for 2, 4, 8 and 16 channels configurations separated by a "|" sign: ST | ST + M + M | ST + ST + 5.1 + ST + ST + ST 2 : ST => [L-R] 4 : ST + M + M => [L-R],[M],[M] 16 : ST + ST + 5.1 + ST + ST + ST => [L-R],[L-R],[L-R-C-LFE-LS-RS],[L-R],[L-R],[L-R]
Default Rendering Audio Track Assignment	Defines the default audio channel assignment for rendered files. The field displays the assignments for 2, 4, 8 and 16 channels configurations separated by a "|" sign.
Default XT Input Audio Track Assignment	This parameter is not used in Xedio Dispatcher.

Enable 5.1 management	This parameter is not used in Xedio Dispatcher.
Enable mono tracks	This parameter is not used in Xedio Dispatcher.

Automatic Restore

Restore Type	Option list to select the restore type to be used for automatic restore process. Possible values: • **Full Restore**: restores the whole media • **Partial Restore**: restores only the useful section of the media used in the edit for which a restore is requested.

Import

Imported ClipName Format	This parameter is not used in Xedio Dispatcher.
Imported FileName Format	Field to define the format string which will be used to create the file name during XDCAM import. The following items can be used: %LABEL Label given by Xedio user %NAME Clip Name %CLASSID Class ID %TCIN Timecode IN %TCOUT Timecode OUT %CLIPTYPE Clip Type, e.g. DV_50i, P2HD_100i) %USER Xedio Username %DURATION Timecode Duration %YEAR Current Year %MONTH Current Month %DAY Current Day Number %HOUR Current Hour %MIN Current Minute %SEC Current Second %MSEC Current Millisecond %SDYEAR Shooting Date – Year %SDMONTH Shooting Date – Month Number %SDDAY Shooting Date – Day Number %GUID Clip GUID
Use Long Clip Name	When selected: the long clip name is used as media label.

Vumeter

Bottom level of Vumeter	Field to define the db value of vu-meter bottom level. It is the audio level difference (in dB) compared the 0 level (audio level of the source media) and corresponding to the bottom of the green zone in the audio meters
Saturation level of Vumeter	Field to define the db value of vu-meter saturation level. It is the audio level difference (in dB) compared to the 0 level (audio level of the source media) and corresponding to the bottom of the red zone in the audio meters
Top level of Vumeter	Field to define the db value of vu-meter top level. It is the audio level (in dB) of the source media and corresponds to the top of the red zone in the audio meters.
Warning level of Vumeter	Field to define the db value of vu-meter warning level. This value corresponds to the beginning of the orange area in the vu-meter.

Note
The default values for audio vumeter levels differ in Xedio Dispatcher and in Final Cut Pro.
It is therefore normal to see the same media reaching the red zone in Xedio Dispatcher while it is still in the orange zone in FCP.
If you want to have the same audio meter display in both applications, you can match the audio meter default values in Xedio Dispatcher to the FCP values.

List of Media Dispatcher Parameters

General

Check for missing hires files	When selected, checks for missing hi-res files in the edit timeline and displays a small yellow triangle over each missing clip in the timeline.
Default clip export string format	Free text field to define the name of clip object dropped in the Export Tool area.
Default edit export string format	Free text field to define the name of edit object dropped in the Export Tool area.
Default media export string format	Free text field to define the name of media object dropped in the Export Tool area.

EVS Server Ganging Type	Field to enter a value corresponding to a camera ganging type. 0: XT input cameras 1: IPDirector metadata 2: mixed (first tries IPD metadata then XT input cams)
External Cue Point – Ranking 0 Color	Color used, in the media bar of the Player, to represent a log with the default ranking assigned
External Cue Point – Ranking * Color	Color used, in the media bar of the Player, to represent a log with a ranking * assigned
External Cue Point – Ranking ** Color	Color used, in the media bar of the Player, to represent a log with a ranking ** assigned
External Cue Point – Ranking * Color**	Color used, in the media bar of the Player, to represent a log with a ranking *** assigned
Thumbnail Width	Width used for new thumbnails (Height is found according to the 4/3 ratio)
User Cue Point Color	Color used, in the media bar of the Player, to represent a log entered by the logged user.

Cefiltermgr

Allow Change Edit Properties	When selected: allows the user to change edit properties in the Storyboard Properties window.
Allow Change Media Properties	When selected: allows the user to change media properties in Media Properties window.
Max Date Interval	Field to define the maximum date interval, in days, which can be used when a search filter is applied on a date parameter (0 = no limit).
Max Result Set Size	Field to define the maximum number of items which will be displayed in the Elements grid after a search filter has been applied (0 = no limit).
Recent Date List	Free text field to define the dates to be displayed in "recent dates" drop-down lists.

Cemediaimport

Audio Track Assignment Dialog	When selected: Enables the display of audio track assignment dialog tab in the Setup window during an import.
Automatic Device Scan	When selected: Automatically scans devices at start up.

Canon	When selected: Allows import from Canon device.
Kmt	When selected: Allows import of RTD files
P2	When selected: Allows import of files with P2 format
PlayXTClip	When selected: Allows server clip to be viewed in a player
PlayXTTrain	When selected: Allows server train to be viewed in a player
Stills	When selected: Allows import of image (stills files)
Stills Keys	When selected: Allows import of stills with key files
Video	When selected: Allows import of video files
Wave	When selected: Allows import of files with wave format
XDCam	When selected: Allows import of files with XDCam format
XDCamEX	When selected: Allows import from XDCamEX device
XT	When selected: Allows import of server clips

Cerendering2

Available XTNr	Free text field to enter a comma-separated list of numbers for available EVS video server. If the field is left empty, all numbers between 1 and 30 are allowed.
Id RTProf Agent	Field to enter the DB ID of RTProf agent. If the field is set to 0, the first available agent with a name containing "RTProfAgent" is fetched from DB.
Id Shell Agent	Field to enter the DB Id of Shell agent. If the field is set to 0, the first available agent with a name containing "ShellAgent" is fetched from DB.
Id To XT Agent	Field to enter the DB Id of ToXT agent. If the field is set to 0, the first available agent with a name containing "ToXTAgent" is fetched from DB
Show To CleanEdit	When selected: shows the "To CleanEdit" TAB
Show To Device	When selected: shows the "To Device" TAB
Show To File	When selected: shows the "To File" TAB
Show To Target	When selected: shows the "To Target" TAB

Db Maintenance

Backup Filename	Backup prefix name of the Xedio Dispatcher DB
Backup Folder	Location where the backup operations save backup files
CheckDB	Checks DB during maintenance operation

Days Before DB Maintenance	Delay between two DB maintenances
Generate Backup	Generates Xedio Dispatcher DB backup during maintenance operation
Purge Backup Files	Purges previous Xedio Dispatcher DB backup during maintenance operation
Purge Backup History	Purges history from Xedio Dispatcher DB backup during maintenance operation
Reorganize Index	Re-indexes table from Xedio Dispatcher DB during maintenance operation
Shrink DB	Shrinks Xedio Dispatcher DB during maintenance operation

DeviceFilter

Allow CDRom	When selected: Allows scanning CDRoms to find media. This parameter needs to be active for XDCAM disk access.
Allow Fixed Drive	When selected: Allows scanning local hard disks to find media
Allow Ram Disk	When selected: Allows scanning Ram disks to find media
Allow Remote Drive	When selected: Allows scanning network drives to find media
Allow Removable Drive	When selected: Allows scanning USB drives to find media
Allow To Change Extensions	When selected: Allows to change the list of default file extensions supported during the media referencing from a drive. Change is possible from the drive creation window or the drive edit window.
Days Before Media Purge	Delay between two unused media purge
Delay Between Volume Check	Time in seconds between automatic rescan on removable disk if there is a change
Extensions	List of default file extensions supported by Xedio Dispatcher during the media referencing from a drive. This parameter is used as default value during the drive creation.
Max Depth	Number of directory levels checked when scanning for media.

Media ClassId	Class ID assigned to the media during its referencing in Xedio Dispatcher.
Media Description	Default text to describe the media and assigned to the media during its referencing in Xedio Dispatcher.
Media External Ref	Default text for the external reference of the source support assigned to the media during its referencing in Xedio Dispatcher.
Media Global Shooting Date	The global shooting date is assigned to the media during its referencing in Xedio Dispatcher. This parameter is a numeric value to define how the global shooting date is assigned: Possible values: • 0: date retrieved from the XML file and corresponding to the date when the media was recorded by the camera. • >0: date provided by the application .and corresponding to the date when the media was referenced in Xedio Dispatcher.
Media Label	Default name assigned to. the media during its referencing in Xedio Dispatcher.
Media Metadata XML	This field is left empty by default.

Logger

KeywordGridFolder	Folder where Xedio Dispatcher looks for Keyword grids. Default value: C:\Program Files\EVS Broadcast Equipment\XedioDispatcher\Keyword Grid\

Media List

MaxResultSelSize	Field to define the maximum number of items which will be displayed in the Elements grid after (0 = no limit).

Player

Auto Clip IN	This parameter will be used in future version. Amount of fields before the entry point of a clip when using the auto-clipping tool (Alt+Space bar).
Auto Clip OUT	This parameter will be used in future version. Amount of fields after the out point of a clip when using the auto-clipping tool (Alt+Space bar).
Enable Deinterlace Menu	Displays the **Deinterlacer** option and menu when right clicking over the player. This is only used in HiRes mode.

Jog Audio Threshold HI	Maximum playing speed, in hi-res, above which the audio will no longer be audible
Jog Audio Threshold LO	Maximum playing speed, in lo-res, above which the audio will no longer be audible.
Jog Range HI	Jog Range in HiRes (from -1.0 to 1.0)
Jog Range LO	Jog Range in LoRes (from -2.0 to 2.0)
Prev Next X	Field to enter the number of fields to jump when **Alt** key is used with **Prev** and **Next** buttons.
Shift Speed Max	Field to enter the speed rate for super fast forward and rewind tools when used together with the **Shift** key.
Speed Max	Field to enter the speed rate for fast forward and fast rewind tools.
XT Clip Creation Time Tolerance	Field to enter the tolerance value (in seconds) towards the creation time between two sibling XT clips.
XT Stream Creation Time Tolerance	Field to enter the tolerance value (in seconds) towards the creation time between two sibling streams.
XT Train Only View Enable	When selected: the clip creation on XT train is disabled.

Storyboard

Allow Audio Guide Track	Enables the Audio Guide Track feature. If this parameter is active and if the required license key is installed in XSecure, the Audio Guide Track button will be available in the Storyboard Player.
Audio Guide Track Output	Stereo output for Audio Guide Track
Audio Guide Track PreRoll	Countdown in milliseconds before starting the record process
Automatic Save Time	Delay (in seconds) between two storyboard saves

How to Edit a Parameter Profile

To edit the parameters values of a profile, proceed as follows:

1. In the Application Selection area, select **<GENERAL>** or the application in which a parameter profile should be edited.
2. Select the profile in the Profile Selection area.

3. In the Parameters area, edit the parameter in the **Variant Values** column
   - by selecting or clearing the box corresponding to a parameter (check box)
   - by adding the required value (field to enter a value)
   - by selecting the required value (option list)
   - by defining it in a specific window for a name format string (see section "How to Modify a Name Format String" on page 38)
   - for the audio parameters, see section "How to Define New Default Audio Channel Assignment" on page 39.

   The default values can be changed by editing the <default> profile.
4. Click the **Save** button to save the selected profile.

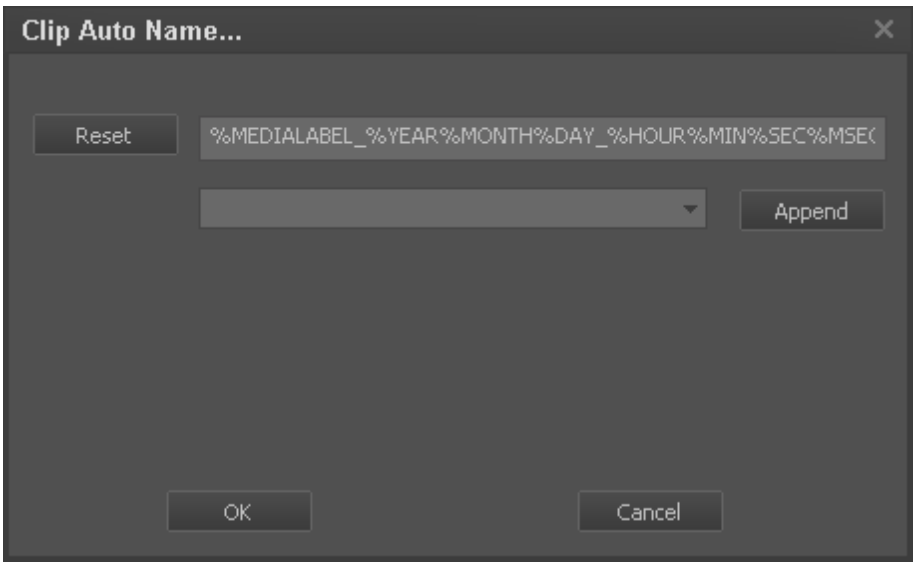
Note
The modifications from the <default> profile are highlighted in the Parameters area.

How to Modify a Name Format String

To modify a name format string, proceed as follows:

1. In the Parameters area, double-click the parameter in the **Variant Value** column.

   The [Item] Auto Name window opens:



2. In the first **(name)** field, delete the part of the string you do not want to keep in the name, if any.
3. To add a generic text (i.e.: WC2006_Match03…) in the **name** string, simply type the text in the field.

4. To add an information type specified in the **Available Items** list, click the arrow next to the field and select the item in the drop-down list, for example:

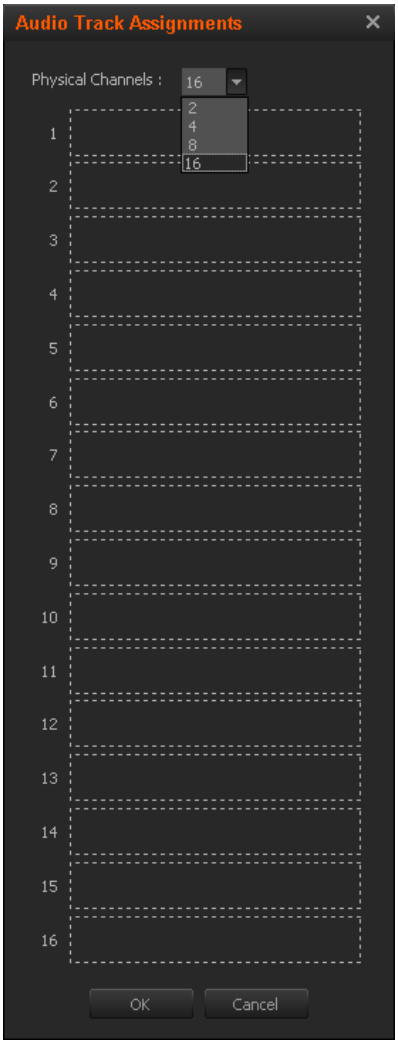
5. Click the **Append** button to add the selected item at the end of the Name string.
6. Reposition the available item as desired with the cut (**CTRL-X**) and paste (**CTRL-V**) commands.
7. Repeat step 4 to 6 for any new information type you want to add in the **name** string.
8. You can reset the default name by clicking the **Reset** button.

How to Define New Default Audio Channel Assignment

To define a new default audio channels assignment, proceed as follows:

1. Double-click the **Variant Value** field.

   The Audio Track Assignments window is displayed.
2. From the **Physical Channels** list, select the required number of channels.



As many blocks as audio channels selected are displayed in the window.

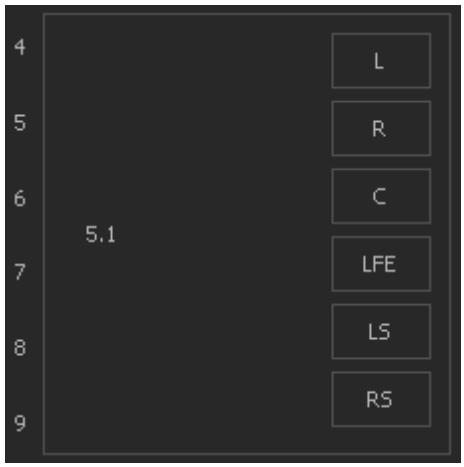
3. Right-click an audio channel field.

   The following contextual menu appears:

4. Select one of the options:
   - **Mono**: one audio channel is used.

   - **Stereo**: two audio channels are used

- **5.1**: six audio channels are used



5. Repeat the 2 last steps for the remaining channels.

NEW !

How to Change the Order of Channels inside a Track

If required, you can re-assign the order of the channels inside a group.

To do so, proceed as follows:

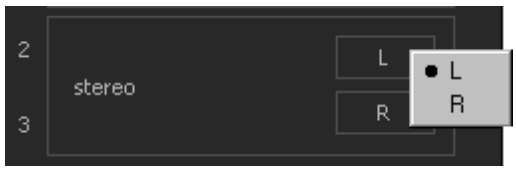
1. Right-click an audio channel box.

   One of the following contextual menus appears:

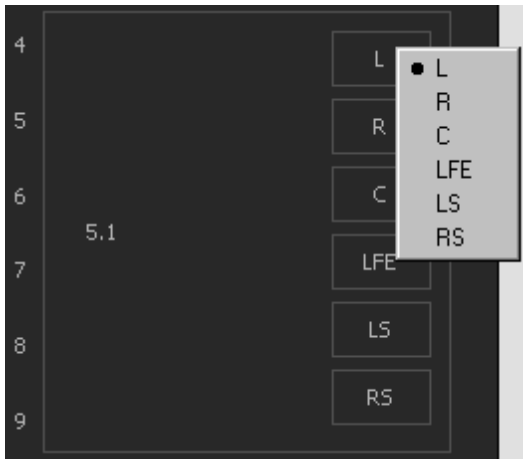
   - Mono:

     In this case, there is no other choice.

   - Stereo:



- 5.1:



2. Select one of the options.

   Consequently, two channels will have the same name within a group. So the group name is displayed in red.

   You will not be able to save the changes until this is solved.

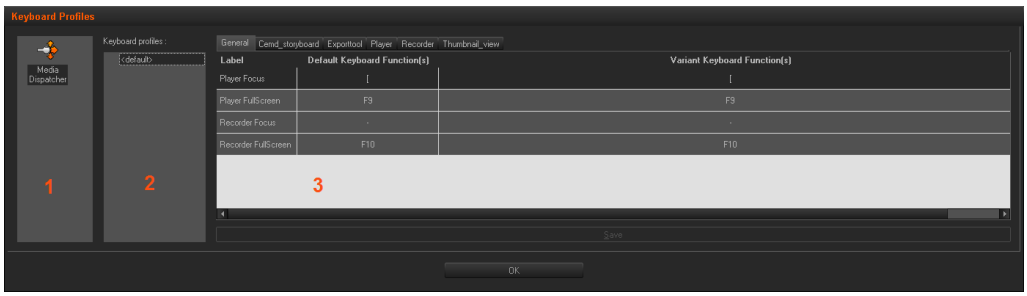
3.5.2. Keyboard Profiles

Introduction

The keyboard profiles makes it possible to set and store the keyboard key assignments into profiles.

You can access the keyboard profiles in Xedio Dispatcher, via the **Parameters > Keyboard Profiles** option of the Menu bar.

The window is divided into three areas.



Part	Name	Description
1	Application Selection area	This area displays the applications icons for which it is possible to manage keyboard shortcuts and keyboard profiles.
2	Profile Selection area	This area displays the available profiles that can be managed for the selected application.

Part	Name	Description
3	Keyboard Shortcuts area	This area gives the list of keyboard shortcuts. They can be edited and modified there.

List of Media Dispatcher Keyboard Keys Assignments

General

Player Focus	Sets focus on Clip Player window
Player Full Screen	Zoom Clip Player window to full screen
Recorder Focus	Sets focus on Storyboard Player window
Recorder Full Screen	Zoom Storyboard Player window to full screen

Cemd_storyboard

Delete Edit Clip	Deletes the selected edit clip
Delete Storyboard	Deletes the storyboard
End Edit Clip	Jumps to the last edit clip of the open storyboard
End Storyboard	Jumps to the last storyboard
Home Edit Clip	Jumps to the first edit clip of the open storyboard
Home Storyboard	Jumps to the first storyboard
Next Edit Clip	Jumps to the next edit clip of the open storyboard
Next Storyboard	Jumps to the next storyboard
Previous Edit Clip	Jumps to the previous edit clip of the open storyboard
Previous Storyboard	Jumps to the previous storyboard
Select all edit clips	Selects all the edit clips from the open storyboard

Exporttool

Delete	Deletes the selected clip

Player

Auto Aspect Ratio	Automatically applies the default aspect ratio
AutoClip	Creates a quick clip with properties set in the profile

Drop In	Drops the clip, defined in the player, after the storyboard IN point
Drop NowLine	Drops the clip, defined in the player, into the storyboard.
Drop Out	Drops the clip, defined in the player, before the storyboard OUT point
Audio1 monitoring (a)	Toggle monitoring of the player audio stereo 1
Toggle Audio1 Selection (a)	Toggle selection of the player audio stereo 1
Audio2 monitoring (a)	Toggle monitoring of the player audio stereo 2
Toggle Audio2 Selection (a)	Toggle selection of the player audio stereo 2
Audio3 monitoring (a)	Toggle monitoring of the player audio stereo 3
Toggle Audio3 Selection (a)	Toggle selection of the player audio stereo 3
Audio4 monitoring (a)	Toggle monitoring of the player audio stereo 4
Toggle Audio4 Selection (a)	Toggle selection of the player audio stereo 4
Audio5 monitoring (a)	Toggle monitoring of the player audio stereo 5
Toggle Audio5 Selection (a)	Toggle selection of the player audio stereo 5
Audio6 monitoring (a)	Toggle monitoring of the player audio stereo 6
Toggle Audio6 Selection (a)	Toggle selection of the player audio stereo 6
Audio7 monitoring (a)	Toggle monitoring of the player audio stereo 7
Toggle Audio7 Selection (a)	Toggle selection of the player audio stereo 7
Audio8 monitoring (a)	Toggle monitoring of the player audio stereo 8
Toggle Audio8 Selection (a)	Toggle selection of the player audio stereo 8
Toggle Video (a)	Toggle the selection of the player video track
Fast Forward	Goes fast forward the media in player window (if focus is set to player)
Fast Rewind	Fast rewinds the media in player window (if focus is set to player)

Goto End	Jumps to end of the clip or media
Goto IN	Jumps to the IN point
Goto OUT	Jumps to the OUT point
Goto Start	Jumps to beginning of the clip or media
Grab Still Frame	Grabs a still of the current frame
Insert CuePoint	Inserts a cue point (needs a number to be typed + "enter" for a timeline cue point)
Mark IN (a)	Sets clip IN point to current nowline position
Mark IN (b)	Sets clip IN point to current nowline position (secondary shortcut)
Mark OUT (a)	Sets clip OUT point to current nowline position
Mark OUT (b)	Sets clip OUT point to current nowline position (secondary shortcut)
Next Frame (a)	Goes to next frame
Next Frame (b)	Goes to next frame (secondary shortcut)
Next CuePoint	Goes to next cue point in Player. Goes to next transition in timeline
Next CuePoint (b)	Goes to next cue point in Player. Goes to next transition in timeline (secondary shortcut)
NEW ! **Next ganged camera**	Goes to the next ganged camera
Next X Frames (a)	Jumps to next x frames (x is defined in the software profile)
Next X Frames (b)	Jumps to next x frames (x is defined in the software profile) (secondary shortcut)
Play/Stop	Starts/stops loaded media in the Player window from the current position
PlayClip	Plays the clip to OUT point once
PlayClip_loop	Plays the clip to OUT in loop mode
Play Forward	Plays forward at various speed
Play Reverse	Plays reverse at various speed
Previous Frame (a)	Jumps to previous frame
Previous Frame (b)	Jumps to previous frame (secondary shortcut)
Previous CuePoint	Goes to previous cue point in Player. Goes to previous transition in timeline
Previous CuePoint (b)	Goes to previous cue point in Player. Goes to previous transition in timeline (secondary shortcut)

Previous ganged camera	Goes to the previous ganged camera
Previous X Frames (a)	Jumps to previous x frames (x is defined in the software profile)
Previous X Frames (b)	Jumps to previous x frames (x is defined in the software profile) (secondary shortcut)
Toggle All Audio	Toggle all player audio
Rewind 25%	Rewinds at 25% speed
Rewind 33%	Rewinds at 33% speed
Rewind 50%	Rewinds at 50% speed
Rewind 100%	Rewinds at 100% speed
Rewind 150%	Rewinds at 150% speed
Rewind 200%	Rewinds at 200% speed
Rewind 400%	Rewinds at 400% speed
Forward 25%	Goes forward at 25% speed
Forward 33%	Goes forward at 33% speed
Forward 50%	Goes forward at 50% speed
Forward 100%	Goes forward at 100% speed
Forward 150%	Goes forward at 150% speed
Forward 200%	Goes forward at 200% speed
Forward 400%	Goes forward at 400% speed
Stop	Stops playing the media
Change Aspect Ratio	Changes the aspect ratio

Recorder

Auto Aspect Ratio	Automatically applies the default aspect ratio
Audio1 monitoring (a)	Toggle monitoring of the player audio stereo 1
Audio2 monitoring (a)	Toggle monitoring of the player audio stereo 2
Audio3 monitoring (a)	Toggle monitoring of the player audio stereo 3
Audio4 monitoring (a)	Toggle monitoring of the player audio stereo 4

Audio5 monitoring (a)	Toggle monitoring of the player audio stereo 5
Audio6 monitoring (a)	Toggle monitoring of the player audio stereo 6
Audio7 monitoring (a)	Toggle monitoring of the player audio stereo 7
Audio8 monitoring (a)	Toggle monitoring of the player audio stereo 8
Goto End	Jumps to the end of the edit
Goto Next Transition	Jumps to next transition (in regard to the selected tracks)
Goto Next Transition (b)	Jumps to next transition (in regard to the selected tracks) (secondary shortcut)
Goto Previous Transition	Jumps to previous transition (in regard to the selected tracks)
Goto Previous Transition (b)	Jumps to previous transition (in regard to the selected tracks) (secondary shortcut)
Goto Start	Jumps to the beginning of the edit
Insert Cue Point	Inserts a cue point.
Next Frame (a)	Jumps to next frame
Next Frame (b)	Jumps to next frame (secondary shortcut)
Next X Frames (a)	Jumps to next x frames (x is defined in the software profile)
Next X Frames (b)	Jumps to next x frames (x is defined in the software profile) (secondary shortcut)
Play/Stop	Starts/stops loaded storyboard in Storyboard Player window
Play Forward	Plays forward at various speed.
Play from Next Transition	Plays from next transition (in regard to the selected tracks) (with Preroll)
Preview Previous Transition	Previews previous transition (in regard to the selected tracks) (with Preroll)
Play Reverse	Plays reverse at various speed.
Previous Frame (a)	Jumps to previous frame
Previous Frame (b)	Jumps to previous frame (secondary shortcut)
Previous X Frames (a)	Jumps to previous x frames (x is defined in the software profile)
Previous X Frames (b)	Jumps to previous x frames (x is defined in the software profile) (secondary shortcut)

Stop	Stops the Storyboard Player
Change Aspect Ratio	Changes the aspect ratio

Thumbnail View

Next Line Clip	Select the clip on the next line
End	Select the last clip
Home	Select the first clip
Next Clip	Select the next clip on the line
Previous Clip	Select the previous clip on the line
Select All Clips	Select all the clips
Previous Line Clip	Select the clip on the previous line

How to Edit a Keyboard Shortcut

To edit a keyboard shortcut, proceed as follows:

1. Select the application for which you want to edit the keyboard shortcut.
2. Select the profile to be edited.
3. Double click on an existing shortcut definition in the **Variant Keyboard Functions** column.

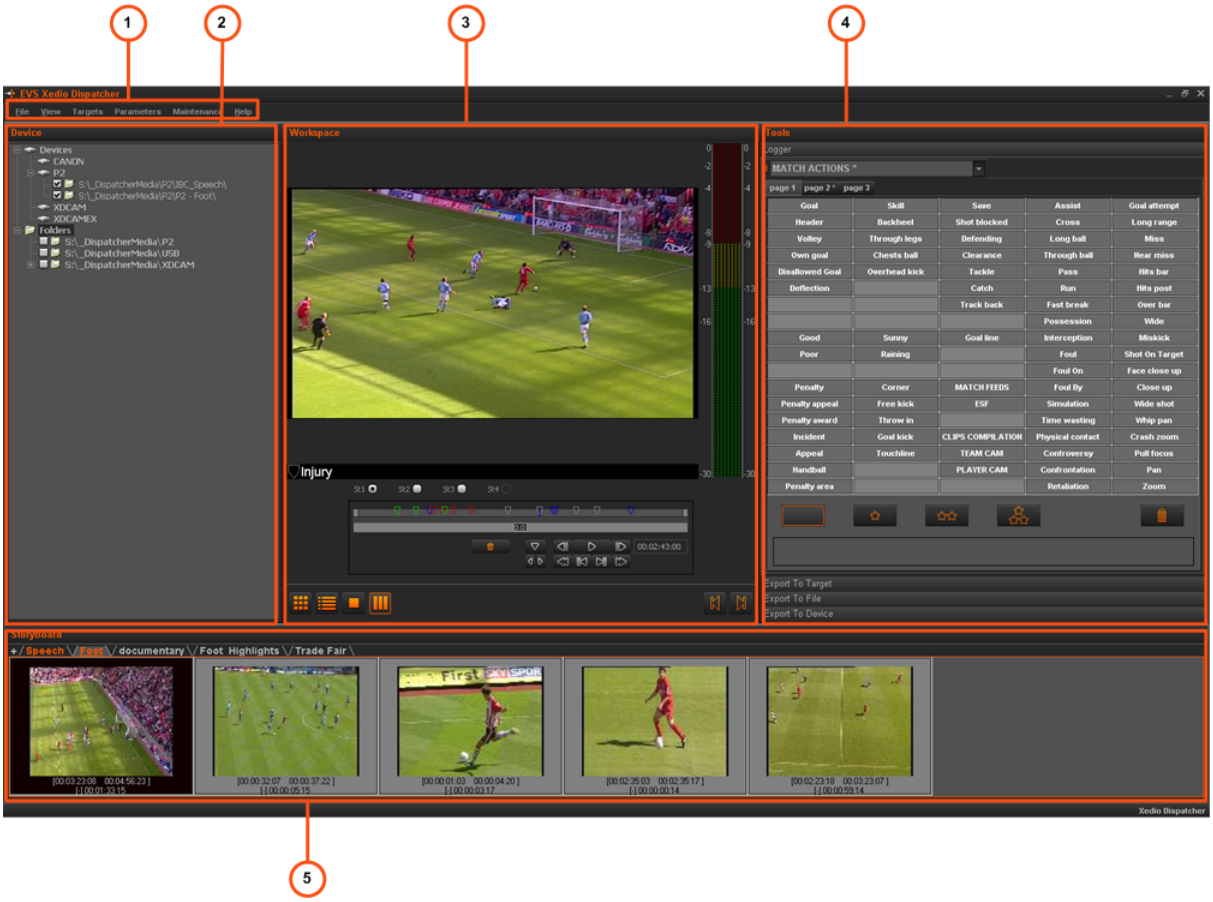
   The Key Assignator dialog box opens.
4. Enter the new shortcut in field. It can be a combination with **SHIFT**/**ALT**/**CTRL**, etc.
5. Click the **OK** button.
6. Click the **Save** button at the bottom of the window to save the selected profile.

Note
The <Default> profile can also be edited.

4. User Interface

4.1. Overview

The Xedio Dispatcher window contains the areas highlighted on the screenshot below:



Note
The color of some user interface elements may vary with the Xedio skin installed.

Area Description

The table below describes the various parts of the Xedio Dispatcher window:

Part	Name	Description
1.	Menu bar	The menu bar gives access to general commands and to configuration parameters. See section "Menu Bar" on page 50.
2.	Source Device	This area displays the plugged-in devices and the media that has been automatically detected on the devices, as well as media from drives and folders which have been scanned by the users. See section "Source Device Area" on page 52.
3.	Workspace	This is the working area where you mainly perform the following actions: • Searching for the requested clips, potentially by applying search filters. • Loading, playing and editing the source clips to create sub-clips that will be added to a storyboard. • Loading and playing the final storyboard to check it before export.
4.	Storyboard	This is the area where you create and manage your storyboards. It displays: • The storyboards as individual tabs. • The thumbnails of the clips included in the open storyboard. See section "Storyboard Area" on page 77.
5.	Tools	This area contains several horizontal tabs that provide the following tools: • **Logger tool:** It allows the selection of keywords from keyword grids and the selection of a ranking level to associate to a log. See section "Logger" on page 77. • **Export tool:** It allows the export of clips, sub-clips or storyboards to a Target (based on the settings defined in a selected target profile), to a File or to a Device. See section "Export Tools" on page 80.

4.2. Menu Bar

The Menu bar gives access to the following commands:

File menu

Menu item	Description
Exit	Closes Xedio Dispatcher

View menu

Menu item	Description
Status Bar	Displays/hides the status bar at the bottom of the window

NEW ! Targets menu

Menu item	Description
XSquare	Used to manage XSquare targets through the XSquare Targets window: • **Create XSquare Target**: to create a target on the local Xsquare. • **XSquare Servers**: displays the list of available Xsquare servers (distant and local). See section "Xsquare Target" on page 18 for more information.
RTProf	Used to manage the export profiles (RTProf): • **Create RTProf**: see section "Creating your Own Export Target Profile" on page 9. • **Delete RTProf** See section "Export Target Profiles" on page 9 for more information.

Parameters menu

Menu item	Description
Parameter Profiles	Opens the Parameter Profiles window where you can modify the various parameters of Xedio Dispatcher. See section "Parameter Profiles" on page 28 for more information.
Metadata Profiles	Opens the Metadata Profiles window from which you can manage the creation of metadata fields and their association into metadata profiles. See section "Metadata" on page 21 for more information.
Media Metadata Profile Association	Allows the selection of metadata profiles to be available for association with media.
Edit Metadata Profile Association	Allows the selection of metadata profiles to be available for association with an edit (storyboard).
Keyboard Profiles	Opens the Keyboard Profiles window where you can view and customize the keyboard shortcuts. See section "Keyboard Profiles" on page 42 for more information.

Maintenance menu

Menu item	Description
Database Cleanup	Opens the Database Cleanup window where you can clean all DB tables, delete thumbnails, and audio guide track in a single operation. To clean the Xedio Dispatcher database, select the check box in the Cleanup Operations zone and click **Start**. To leave the window without cleaning the database, click **OK**.

Help menu

Menu item	Description
About	Gives information about the system, such as version number.

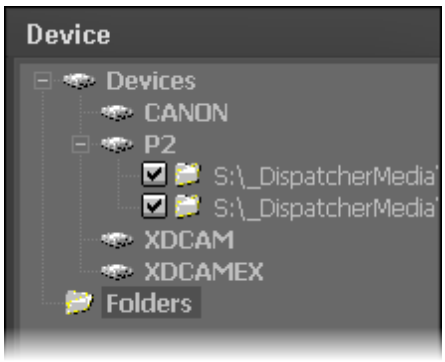
4.3. Source Device Area

Introduction

When you open Xedio Dispatcher, the application automatically detects the plugged-in SD or HD devices (CANON, P2, XDCAM or XDCAM EX supports), and searches for media present on these supports.

USB devices and XF drives, containing media backed up from EVS video servers on an event location, can be scanned, so their content is available for browsing, logging, rough-cut and export.

General Description



The Source Device area displays:

- the identified devices as the root branches of an expandable tree view and the detected media below the device on which it is stored. The path where the media is located is specified.
- the folders scanned by users and their sub-folders.

The check-boxes are used to specify the media to be displayed in the Thumbnail view and in the List view of the Workspace. See section "Selecting Relevant Media" on page 91.

Contextual Menus

Contextual menus with the following options are available when you right-click an item in the Device area.

Scan All Device Sources

Scans all the sources from the Devices node.

Scan CANON / P2 / XDCAM / XDCAMEX Media Sources

Scans the selected media sources.

Add and Scan Folder

Allows to add a folder to scan under the selected folder.

Root Folder Display

Allows to change the root folder display
Several display options are available:
Device Label
This corresponds to the device name given during the Add & Scan Folder operation.
Folder Name
This corresponds to the name of the folder/volume.
Full Path
This corresponds to the folder full path (folder and its subfolders).
Folder – Path
This displays the folder name followed by the folder path.

Add Scan Folder...

Allows to add a folder to scan under the selected folder.

Rescan [Name] Folder

Re-scans the selected folder.

Change [Name] Folder

Allows to change the properties of the selected folder.

Delete [Name] Folder

Deletes the selected folder.

4.4. View Modes in the Workspace Area

The Workspace area can display different views depending on the step you are working on in the process.

You can select the requested view by clicking one of the view buttons at the bottom left of the Workspace area:

View		Description
Thumbnail view		The Thumbnail view shows a thumbnail for each source clip of the media present on the selected device.
List view		The List view displays the list of source clips from the media present on the selected device and gives. It provides different filters which can be applied to restrict the list of clips displayed.
Clip Player view		The Clip Player view allows playing source clips and adding logs to them.
Storyboard Player view		The Storyboard Player view allows playing the final storyboards, as well as recording audio guide tracks.

4.5. Thumbnail View in the Workspace Area

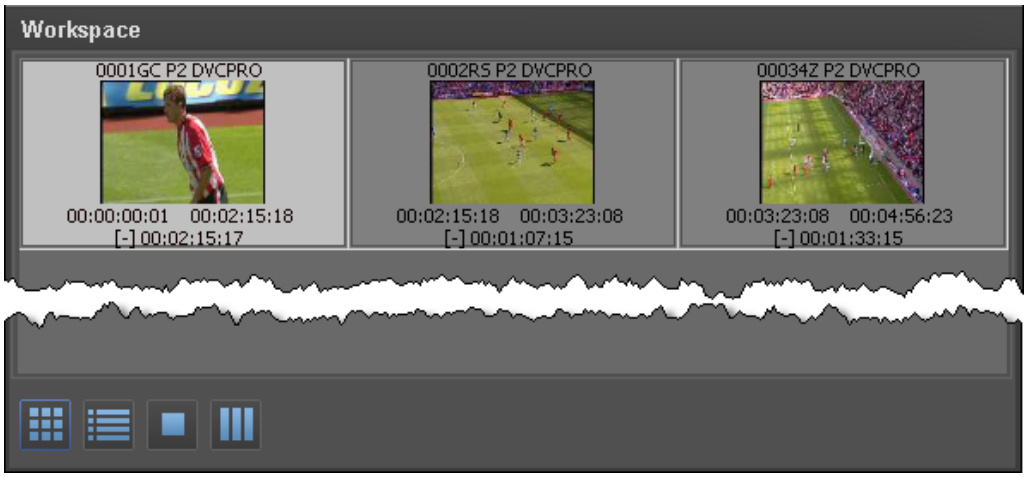
4.5.1. Overview of the Workspace in Thumbnail View

Introduction

This view can be useful to select the cameras source clips you want to use to create storyboard elements.

General Display

The Thumbnail view shows the thumbnails for the various source clips of the media selected in the Source Device area:



For each clip, the following metadata is displayed:

- the clip name (above the thumbnail)
- the TC IN, TC OUT, and duration of the clip in the source media (below the thumbnail)

NEW! Display of Spanned Clips from a Single File

When the duration of a single shot record exceeds the capacity of the P2 card or when the resulting file exceeds 4 GB, the camcorder goes on recording on another P2 card. This results in multiple contiguous media files which are highlighted in the Thumbnail view of Xedio Dispatcher by yellow rectangles on the right and/or the left sides of the clip thumbnails.

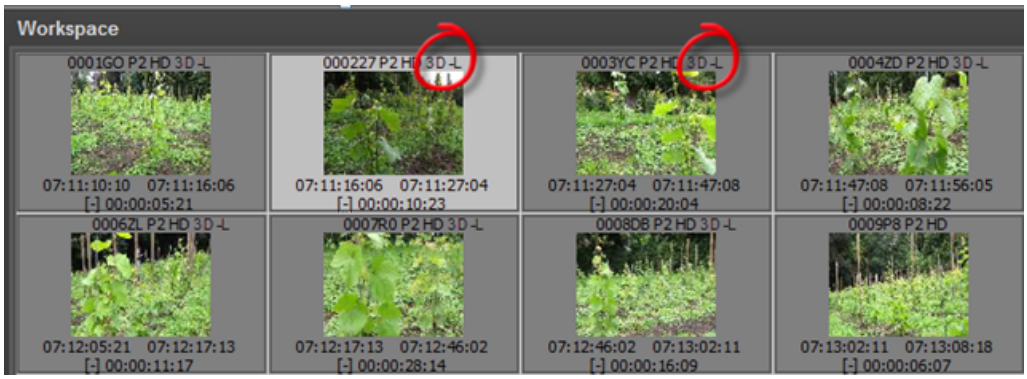
NEW !

Display of 3D Clips

When the media sources are P2-3D cards, media from the left and right cards will be transferred as two separate files to the selected target.

The limitation is that the media from one card must be transferred before the second card is plugged in Xedio Dispatcher workstation.

In the Thumbnail view, the clip name is followed by **3D-L** or **3D-R**. Thumbnails always refer to the media from the first P2-3D that has been plugged.



4.5.2. Selecting Techniques

Several source clips can be selected to move them at once to a storyboard or to an export list. You can select them thanks to the usual commands:

- Press **CTRL** + click on the items for a selection of multiple non-contiguous items.
- Press **SHIFT** + click on the first and last items for a selection of multiple contiguous items.
- Press **CTRL** + **A** to select all the items from the Thumbnail view or the List view.

4.5.3. Thumbnail Contextual Menu

A contextual menu with the following options is available when you right-click on a thumbnail.

Play

Loads the clip in the Clip Player window to allow the element to be browsed and modified.

Change Properties

Opens the Media Properties window which shows the properties for the selected clip. If a default metadata profile has been defined for the media, a metadata tab is displayed and shows the clip metadata. The users can modify the clip metadata values.
See section "Media Profile Association" on page 26 for more information on the selection of a profile.
The **Allow Change Media Properties** option must have been selected from **Parameters > Parameters Profiles > Media Dispatcher > Cefiltermgr** to allow the display and update of custom metadata.

4.6. List View in the Workspace Area

4.6.1. Overview of the Workspace in List View

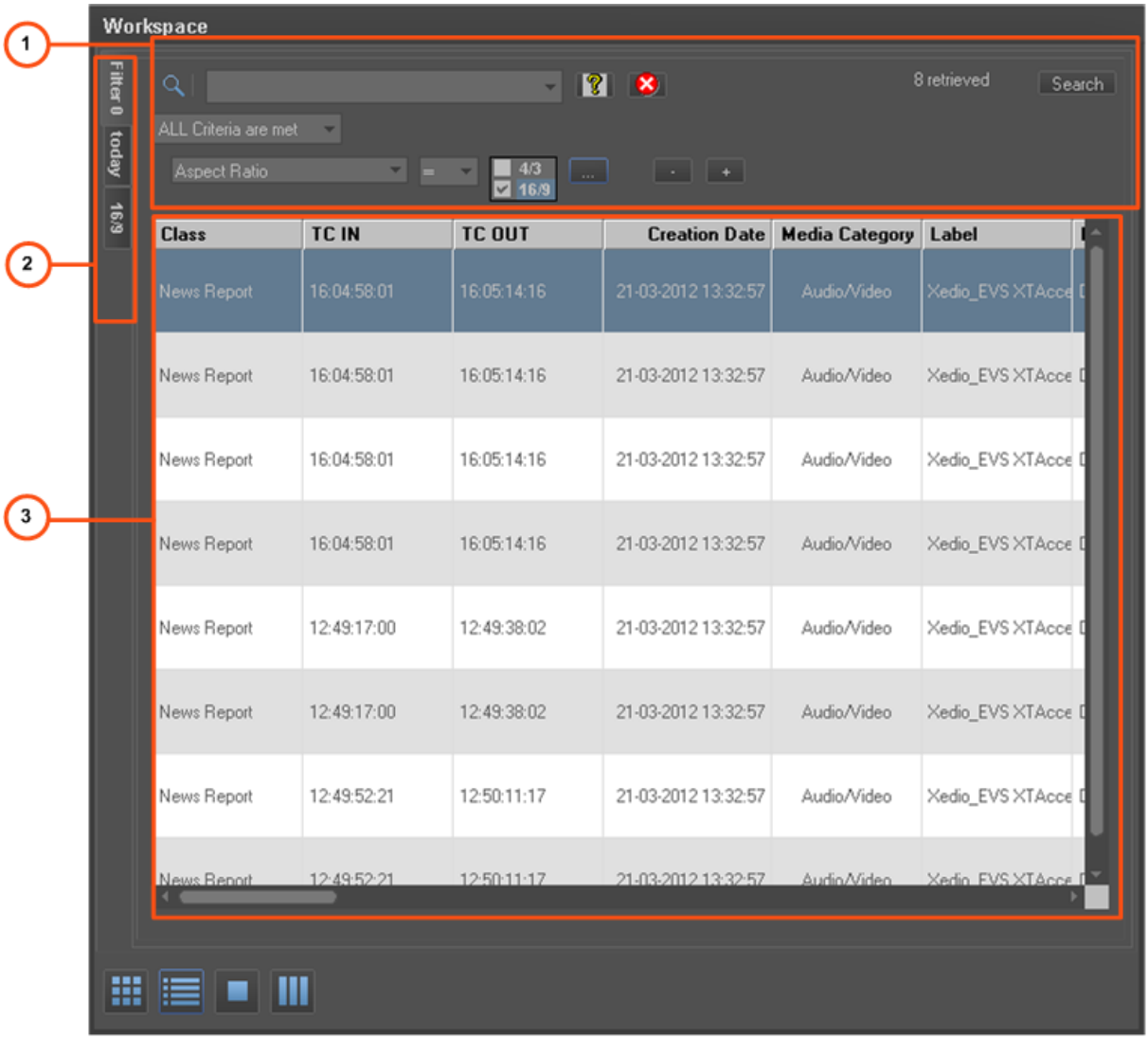
Introduction

The List view displays the list of all clips present in the selected media, and their associated metadata. Elements are presented in rows and all their associated parameters and metadata are in columns. Different filers can be applied to restrict the list. The Elements grid also returns the result of a search applied with a filtering tool to the elements of the List view.

You will preferably use this view to see the clips metadata when you work with drives / folders in the Device area.

Illustration

The List view of the workspace contains the areas highlighted on the screenshot below:



Area Description

The table below describes the various parts of the List view.

Part	Name	Description
1.	Search tools	Provides a **Quick Text Search** field and **Advanced Filters** fields to restrict the list to specific data. See section "Searching for Elements in the List" on page 93.
2.	Saved Filters tabs	Allows to save filters and to apply them later on. See section "Using Saved Filters" on page 102.
3.	Elements grid	Displays the list of clips corresponding to the selected source in the Device area, or returns the result of a search applied to the list.

4.6.2. Sorting the Elements in the Grid

You can change the sort order of elements in the grid by clicking the column header for the parameter according to which you want to sort the elements.

The blue arrow indicates the sorting order. Clicking the column header again changes the sorting order from ascending to descending or vice versa.

4.6.3. Organizing Columns

Resizing Columns

A column can be resized by using the mouse pointer over columns intersection and dragging it to the right or to the left.

Selecting Columns to Display

To select the columns to display in the grid, proceed as follows:

1. Right-click the column header area.

   A menu is displayed.
2. Select **Choose Displayed Columns**.

   The Select Visible Columns window opens and shows the list of columns in the current order.
3. To select the column(s) you wish to add to the view, do one of the following:
   - in the left pane, double-click the column(s) you wish to add to the view
   - select them in the left pane and click the **Add** button
4. To select the column(s) you wish to remove from the view, do one of the following:
   - on the right pane, double-click the column(s) you wish to remove from the view
   - select them on the right pane and click the left arrow
5. Click **OK**.

Ordering Columns

To change the columns order, proceed in one of the following ways:

1. Select a column header
2. Drag it to the left or right to the required place.

   A vertical line shows the place where the column will be dropped.

OR

1. Right-click a column header.

   A menu is displayed.

2. Select **Choose Displayed Columns**.

   The Select Visible Columns window opens and shows the list of columns in the current order.

3. Select the column name(s) from the Selected pane.
4. Click the appropriate button:
   - Up: moves the item(s) before the previous one
   - Down: moves the item(s) after the next one
5. Click **OK**.

4.6.4. Element Contextual Menu

A contextual menu with the following options is available when you right-click an item in the list.

Play

Loads the clip in the Clip Player window to allow the element to be browsed and modified.

Render List

Opens the Render List window listing all types of rendering that have been done with the clip.

Archive History

Opens the Archive History window listing the archive and restore processes that were achieved for the selected clip.

Change Properties

Opens the Media Properties window which shows the properties for the selected clip. If a default metadata profile has been defined for the media, a metadata tab is displayed and shows the clip metadata. The users can modify the clip metadata values.
See section "Media Profile Association" on page 26 for more information on the selection of a profile.
The **Allow Change Media Properties** option must have been selected from **Parameters > Parameters Profiles > Media Dispatcher > Cefiltermgr** to allow the display and update of custom metadata.

4.7. Clip Player and Storyboard Player

4.7.1. Overview of the Clip Player

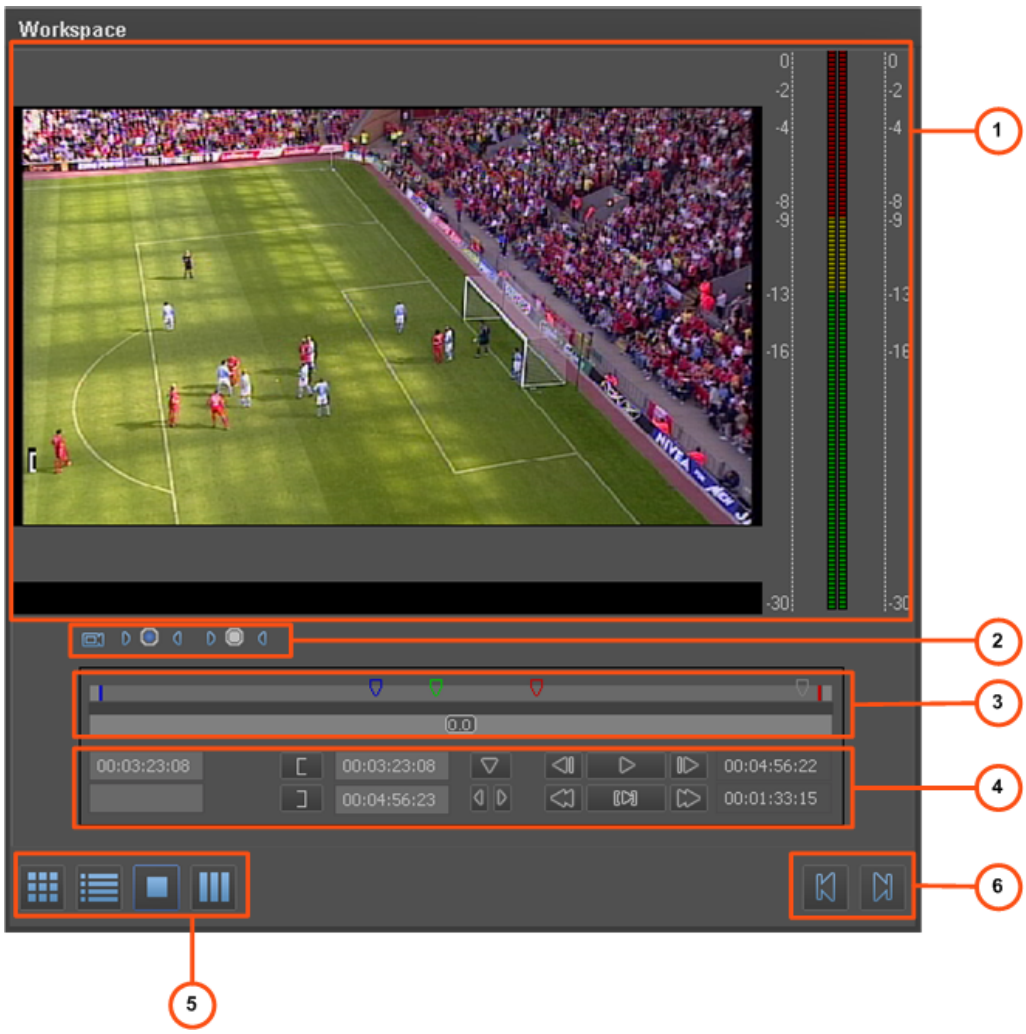
Introduction

The Clip Player is used to browse media or clips selected from the Thumbnail view or the List view. Its clip creation pane provides the functions to create sub-clips to be added to the storyboard.

The Clip Player is accessible via the **Clip Player** button .

Illustration

The Clip Player view contains the areas highlighted on the screenshot below:



Note
The color of some user interface elements may vary with the Xedio skin installed.

Area Description

The table below describes the various parts of the Clip Player view.

Part	Name	Description
1.	Video Display & Audio Meters	The Video Diplay displays the media loaded on the Player. Parameters related to the display are available via a contextual menu. See section "Video Display Options" on page 64. The audio meters are used for audio monitoring. See section "Audio Meters" on page 68.
2.	Track Selection buttons	The **Track Selection** buttons (little camera and triangle buttons) are used to select the video and audio channels to include in the clip/sub-clip that will be placed into the storyboard. The radio buttons are used to select the audio track to monitor when the loaded clip is being played in the Clip Player. See section "Audio/Video Track Selection and Monitoring" on page 65.
3.	Jog and Media bars	The Media bar represents the clip currently loaded on the Player. The jog bar is used to navigate within the loaded item at a variable speed. See section "Media Bar and Jog Bar" on page 69.
4.	Editing and Transport commands	The transport functions are used to navigate within the loaded item and play it. See section "Transport Commands in the Player" on page 72. The editing functions are used to create new clips that will be placed into the storyboard. See section "Clip Creation Commands" on page 75. Logs buttons are used to add logs to the clip loaded in the player and to navigate between the logs. See section "Log Buttons" on page 76.
5.	View Mode buttons	These buttons are used to change the information displayed in the Workspace: available media, clip player, storyboard player. See section "View Modes in the Workspace Area" on page 53.
6.	Next/Previous Clip buttons	These buttons are used to move to the next or previous clip available in the Thumbnail view.

4.7.2. Overview of the Storyboard Player

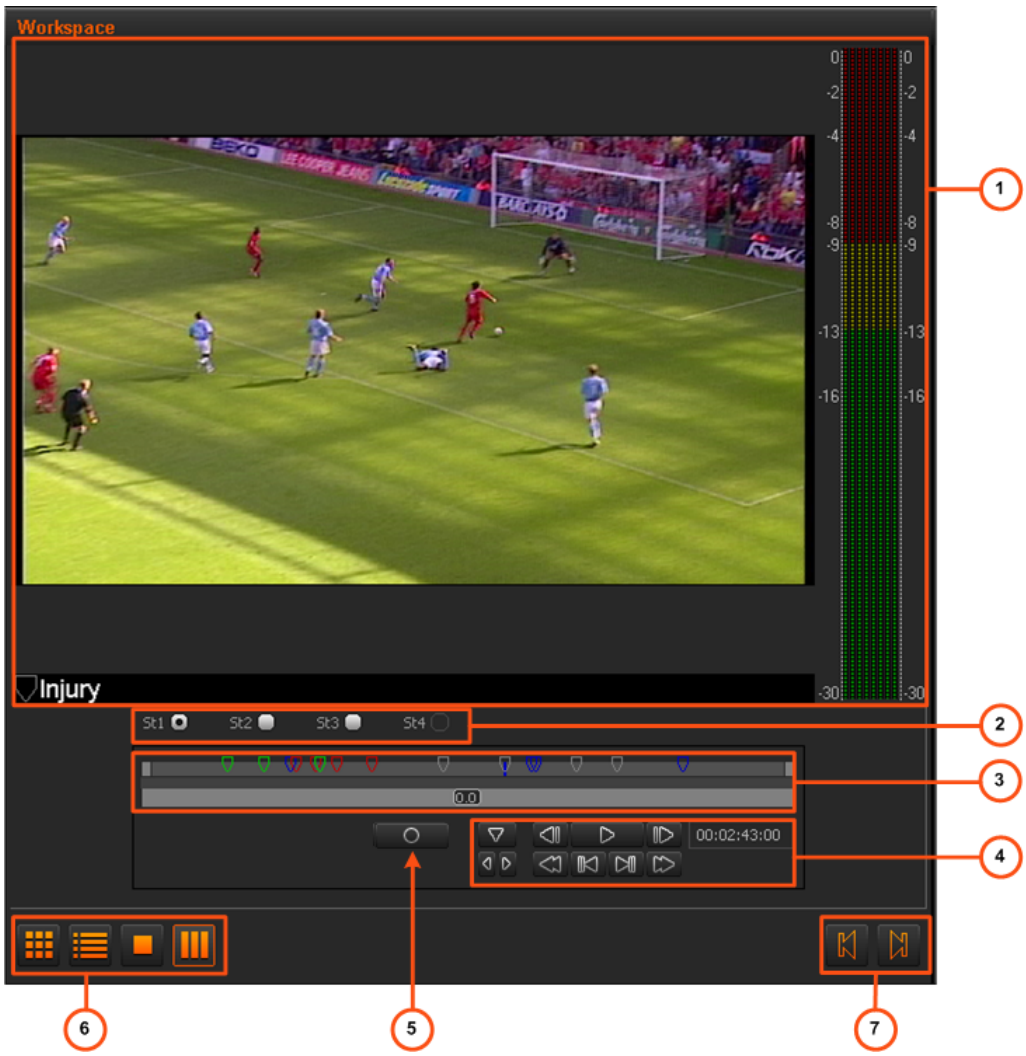
Introduction

The Storyboard Player is used to browse a storyboard to see the final result before exporting it. In this area, an audio guide track can be added over the storyboard.

The Storyboard Player is accessible via the **Storyboard Player** button .

Illustration

NEW ! The Storyboard Player view contains the areas highlighted on the screenshot below:



Note
The color of some user interface elements may vary with the Xedio skin installed.

Area Description

The table below describes the various parts of the Storyboard Player view.

Part	Name	Description
1.	Video Display & Audio Meters	The Video Diplay displays the media loaded on the Player. Parameters related to the display are available via a contextual menu. See section "Video Display Options" on page 64. The audio metersshow the levels of all the enabled outputs of the loaded storyboard. See section "Audio Meters" on page 68.
2.	Audio Track Monitoring buttons	These buttons allow the selection of the audio track you want to monitor. See section "Audio/Video Track Selection and Monitoring" on page 65.
3.	Jog and Media bars	The Media bar represents the whole storyboard currently loaded on the Player. The jog bar is used to navigate within the loaded storyboard at a variable speed. See section "Media Bar and Jog Bar" on page 69
4.	Transport commands	The transport functions are used to navigate within the loaded storyboard and play it. See section "Transport Commands in the Player" on page 72. Logs buttons are used to add logs to the storyboard loaded in the player and to navigate between the logs. See section "Log Buttons" on page 76.
5.	Audio Guide Track Record button	This button is used to add voice-over on the storyboard. See section "Recording an Audio Guide Track" on page 113.
6.	View Mode buttons	These buttons is used to change the information displayed in the Workspace: available media, clip player, storyboard player. See section "View Modes in the Workspace Area" on page 53.
7.	Next/Previous Storyboard buttons	These buttons are used to move to the next or previous storyboard available in the Storyboard area.

4.7.3. Video Display

Video Display Options

A contextual menu is available when right-clicking the Video Display area from the Clip Player or the Storyboard Player. This gives display options for the video.

Option	Meaning
Show Timecode	This option offers various options to display timecode on the Player window. • **none**: does not display timecode. • **Start TC**: shows a counter starting with 0 at the first frame of the media. • **Intra TC**: shows the original timecode of the media.
Aspect Ratio	This option offers a choice of aspect ratios for the display: **Auto**, **4:3** or **16:9**.
Show SafeAreas	This option displays a safe area cage on the window to determine which areas of the picture will be seen. This allows to check the size of graphics within the media for safe display.
Grab Image	Grabs the current image, either in low resolution or in high resolution. The default folder (c:\) where the grab is stored is defined via the menu Parameters > Parameters Profiles: General, General tab: **GrabStillFrameFolder** parameter.
Show Label	Displays the name of the loaded item on the top of the Video Display.
Deinterlacer	This option is used to de-interlace video. A submenu provides the following options: • **Mix top/bottom**: displays 25 full pictures per second, each made by mixing the top field and the bottom field and repeating each mixed line. • **Top**: displays 25 full pictures per second, each made by duplicating each line of the top field. • **Bottom**: displays 25 full pictures per second, each made by duplicating each line of the bottom field. • **None**: displays 25 pictures per second, each made from both interlaced fields.

Player Full Screen Mode

The **F9** keyboard shortcut puts the Player pane in full-screen mode.

This mode can then be exited by pressing the **F9** keyboard shortcut again.

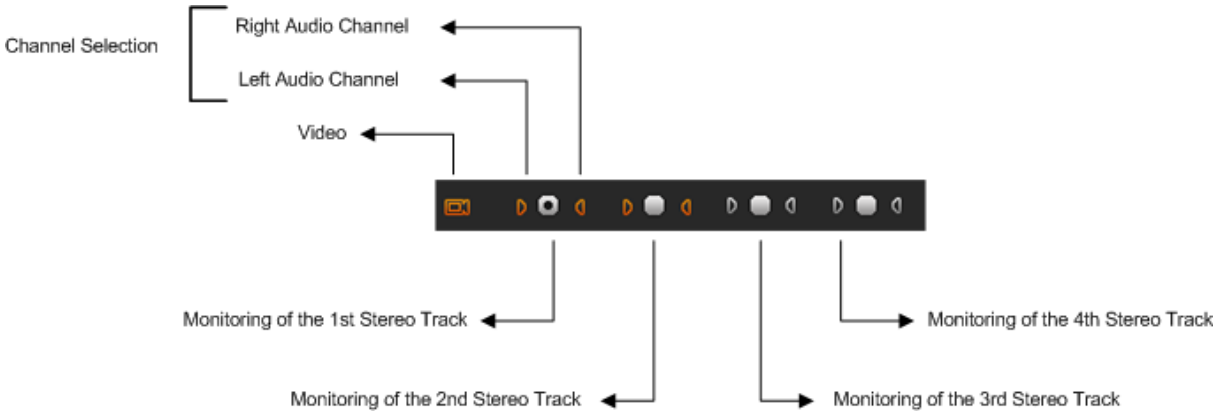
4.7.4. Audio/Video Track Selection and Monitoring

Selecting Video and Audio Tracks for Media and Clips

Overview of the Video and Audio Tracks

The video and audio channels of a loaded source file are represented below the Video Display of the Clip Player in the form of **Track Selection** buttons.

Here is an example with 4 tracks of stereo channels:


Channel Selection
Right Audio Channel
Left Audio Channel
Video
Monitoring of the 1st Stereo Track
Monitoring of the 2nd Stereo Track
Monitoring of the 3rd Stereo Track
Monitoring of the 4th Stereo Track

The audio tracks of a loaded media or clip are displayed as follows:

- A **stereo track** is represented by .

Video and Audio Tracks Selection

When you create a sub-clip, you need to select the video and the requested audio channels.

Selection of the Video Channel

The **Video** button is clicked to select or remove the video. So the clip made contains, or not, the video.

Selection of an Audio Channel

The left and the right loudspeaker buttons of an audio stereo track are used to select or remove respectively the left or the right channel of the corresponding audio track:

Clicking the left audio button will remove the left audio component from the source so that the clip made has no left audio channel. In this case, the right channel will be output on the left and right channels.

Clicking both left and right audio buttons will also remove the right audio component so that the clip made has no audio channel for this track.

The next table summarizes how the buttons look like depending on the selection:

	Selected	Removed
Video		
Audio		

Selection of the Track for Audio Monitoring

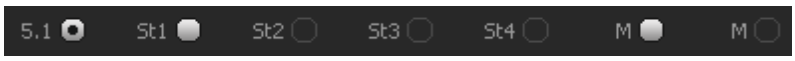
When you create a sub-clip, you need to select the audio track that will be monitored when playing the loaded clip.

The radio buttons displayed between each pair of stereo channel buttons allow the selection of one audio track for monitoring:

Audio meters located on the right side of the Video Display represent the audio channels of the monitored track.

Selecting the Monitored Audio Tracks for a Storyboard

Number and Type of the Storyboard Audio Tracks



Once clips have been placed in the storyboard, all the output tracks corresponding to storyboard tracks which contain audio are shown as radio buttons:

Selection of the Track for Audio Monitoring

The selection of the audio track you want to monitor is done by clicking one of the radio buttons.

A set of audiometers are displayed on the right side of the Storyboard Player Video Display.

Audio Guide Track Record Button

The **Audio Guide Track Record** button is specific to the Storyboard Player.

The **Audio Guide Track Record** button allows you to record a voice-over sequence on one track of the storyboard.

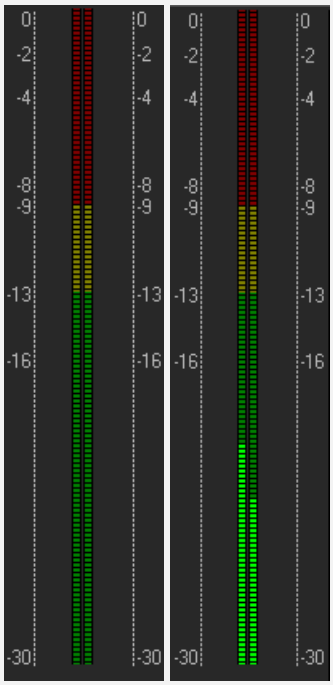
You can only record one audio guide track for one storyboard. Once the audio guide track has been created, you cannot modify it. If you want to change it, you need to delete it and record a new one.

See section "Recording an Audio Guide Track" on page 113 for more information on how to record an Audio Guide track.

Audio Meters

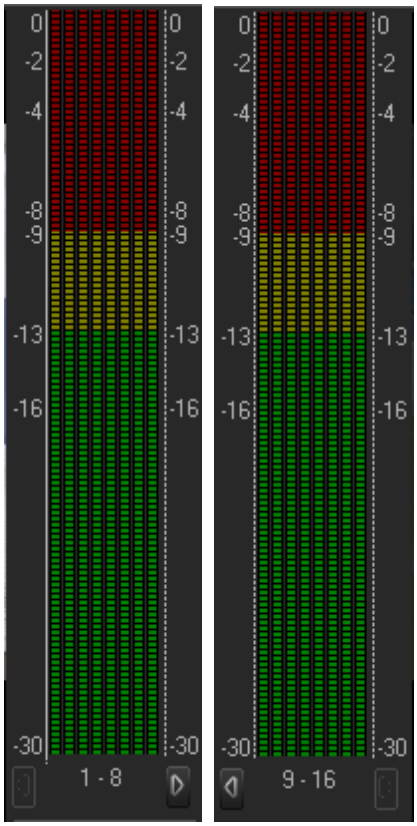
The audio meters are located to the right of the Clip Player and the Storyboard Player views.

In the Clip Player view, the audio meters will only display the monitored track.

stereo track monitored


In the Storyboard Player view, all the storyboard audio channels will be displayed in the audio meters.

If more than 8 channels are selected, the first 8 audiometers are visible at a time and two arrow buttons allow to shift from channels 1 to 8 to channels 9 to 16:



Db values are displayed on each side. They correspond to the values defined in **Parameters > Parameter Profiles > General > Vumeter** for the top level, the saturation level, the warning level and the bottom level. Values for 0, -2, -4, -8 and -16 are shown as well if they do not overwrite the database values.

4.7.5. Media Bar and Jog Bar

Media Bars

Top Bar

The top bar represents the media, or a portion of it, currently loaded on the Player.

The media bar display differs according to the loaded element.

Clip

When a clip is loaded, the IN point, the OUT point and the nowline are displayed on this top bar.

Storyboard

When a storyboard is loaded, only the nowline is displayed:

Middle Bar

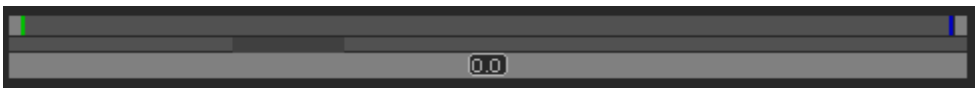
The middle bar is used to zoom into the loaded element.

Its dark gray zone shows the section of the media, out of the whole media, visible in the top bar and the relative position of the visible section in the whole media.

- When a storyboard has just been loaded, the top bar represents the whole media. The dark gray zone covers the whole length of the middle bar:

- When a clip has just been loaded, the top bar represents the whole media. The dark gray zone represents the whole media and covers the whole length of the middle bar:

- When a mark IN and a mark OUT are defined,, double-clicking on the dark gray zone toggle the section covered by the top bar from the whole media length to the sub-clip length (between mark IN and mark OUT), and vice-versa:

  The dark gray zone is reduced to represent the sub-clip length and position with regard to the whole media.

- If you position the mouse on the middle bar and rotate the mouse wheel up or down, you respectively increase or reduce the section of the media visible in the top bar. Thus, the dark gray zone is enlarged or reduced:

- If you click on the dark gray zone and drag it to the left or to the right, you shift the section of media visible in the top bar to the beginning or to the end of the media.

Nowline, Mark IN and Mark OUT

Display

The (mark) IN point, the (mark) OUT point, and the nowline are shown in the media bar of the Clip Playeras vertical lines.

- An IN point, or mark IN point is shown as a green line on the media bar.
- An OUT point, or mark OUT point is shown as a red line on the media bar.
- The nowline, representing the current position within the loaded element, is shown as a blue line on the media bar. To place the nowline at a given position, simply click at the requested position on the media bar.

When the source clip is loaded from the Thumbnail view or the List view on the Clip Player, the IN point and OUT point correspond to the source clip boundaries.

When the source clip is loaded from the Storyboard area on the Clip Player, the IN point and OUT point correspond to the storyboard clip boundaries.

In the Storyboard Player, only the nowline is displayed.

Moving Points

To move the position of the mark IN, mark OUT or nowline, click on them with the mouse and drag them to the desired position.

Nowline Outside Media Bar

When the media is being played, the nowline moves along the top media bar. If only a section of the media is visible in the top bar, the nowline may disappear. In this case, a red indicator, on the right side of the media bar will be displayed. A click on the vertical indicator (on the right side) will re-center the top bar on the nowline.

Moving the middle bar to the right or to the left can lead to such a situation, with the nowline disappearing respectively to the left or to the right of the top bar.

Jog Bar

The bottom bar is the jog bar.

Dragging the speed indicator on the jog bar allows you to move within the media at a variable speed:

The speed varies depending on:

- the position of the speed indicator
- the speed range covered by the jog bar. The default range is set from -200% to +200%. This is set via the menu Parameters > Parameters Profiles: Media Dispatcher > Default profile > Player tab: **JogRangeHI** and **JogRangeLO** parameters.

Audio can be heard when using the jog.

4.7.6. Editing and Transport Commands

Transport Commands in the Player

Clip Player

Storyboard Player

The following table gives the meaning of each transport operation which can be used with any loaded item. A button and/or a keyboard shortcut can be used to perform each action.

Note
The user can customize the keyboard shortcuts via the option **Parameters > Keyboard Profiles** from the Menu bar. The keys mentioned below are the default settings.

Button	Keyboard Shortcut	Function Name and Description
	(space bar)	**Play/Stop** Start/stops the preview (video and/or audio) of the loaded media. The button switches to a **Stop** button when the media is being played.
		Fast Forward Plays the media forward at a preset fast speed. The button switches to a **Stop** button when the media is being played forward.

Button	Keyboard Shortcut	Function Name and Description
	-	**Fast Forward (with modified speed)** Changes the preset speed to higher speed value. The speeds are set with the **ShiftSpeedMax** parameter from **Parameters > Parameters Profiles > Media Dispatcher> Default profile > Player**.
		Fast Rewind Plays the media backward at a preset fast speed. The button switches to a **Stop** button when the media is being played backward.
		Fast Rewind (with modified speed) Changes the preset speed to higher speed value. The speeds are set with the **ShiftSpeedMax** parameter from **Parameters > Parameters Profiles > Media Dispatcher> Default profile > Player**.
		(Clip Player only) Plays a clip from mark IN to mark OUT
-		(Clip Player only) Plays a clip in loop from mark IN to mark OUT
-		**Go to IN** (Clip Player only) Moves from the current position to the Mark IN point.
-		**Go to OUT** (Clip Player only) Moves from the current position to the Mark OUT point.
		Go to Previous Frame Moves 1 frame before the current position in Pause mode.
		Go to Next Frame Moves 1 frame after the current position in Pause mode.
-		**Go 10 Frames Backward** Moves 10 frames before the current position in Pause mode.

Button	Keyboard Shortcut	Function Name and Description
-	@ 2 or Ctrl + →	**Go 10 Frames Forward** Moves 10 frames after the current position in Pause mode.
		Go to Previous Transition (Storyboard Player only) Moves to the previous storyboard clip.
		Go to Next Transition (Storyboard Player only) Moves to the next storyboard clip.

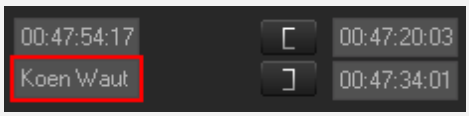
The J, K and L keyboard shortcuts are used to navigate (in a combination of shuttle and scrub at the same time) backwards and forwards in A/V content.

The following table lists their different uses.

Keyboard Shortcut	Function Description
NEW ! J	Shuttles/scrubs backward at twice the real time speed. Pressing repeatedly the key will increase the shuttling/scrubbing speed in a loop: x1, x2, x3, x5, x8 and then back to x1. **Note** If another key is pressed between the J repetitions, the shuttle/scrub speed is reset.
K	Stops the preview of the A/V content.
NEW ! L	Shuttles/scrubs backward at twice the real time speed. Pressing repeatedly the key will increase the shuttling/scrubbing speed in a loop: x1, x2, x3, x5, x8 and then back to x1. **Note** If another key is pressed between the L repetitions, the shuttle/scrub speed is reset.
Hold K **+ tap** J	Steps backward 1 frame at a time.
Hold K **+ tap** L	Steps forward 1 frame at a time.
Hold K **+ hold** J	Plays backward at 33% of the real time speed.
Hold K **+ hold** L	Plays forward at 33% of the real time speed.

Clip Creation Commands

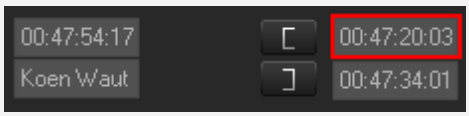
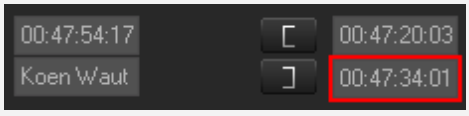
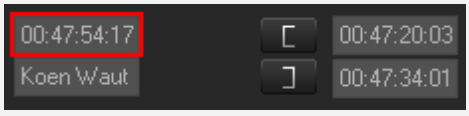
The following table gives the meaning of each clip creation operation. A button and/or a keyboard shortcut can be used to perform each action.

Button/Field	Keyboard Shortcut	Operation and Description
[	E or I	**Mark IN** Sets a mark IN point at the nowline position on the media bar: • the timecode value is added in **Mark IN TC** field. • a **[** sign is shown on the video display • a green mark is added at this timecode on the media bar.
]	R or O	**Mark OUT** Sets a mark OUT point at the nowline position on the media bar: • the timecode value is added in **Mark OUT TC** field. • a **]** sign is shown on the video display • a red mark is added at this timecode on the media bar.
		**Clip Name** Field where the clip name can be entered.

Time Information Fields

The following time information is displayed as follows next to the transport and clip creation commands.

Clip Player

Field	Meaning
	**Mark IN TC** Timecode of the Mark IN defined on the loaded media.
	**Mark OUT TC** Timecode of the Mark OUT defined on the loaded media.
	**Nowline TC** Timecode of the nowline position on the loaded media.

Field	Meaning
	TC OUT of the loaded clip.
	Duration from the IN point to the OUT point: • If the clip is loaded from the thumbnail view, it displays the duration of the source clip. • If the clip is loaded from the storyboard, it displays the duration of the storyboard clip.

To move the mark IN, mark OUT or nowline to a given TC, type the timecode in the corresponding field and press **ENTER**.

You can edit hours, minutes, seconds or frames separately in the timecode fields:

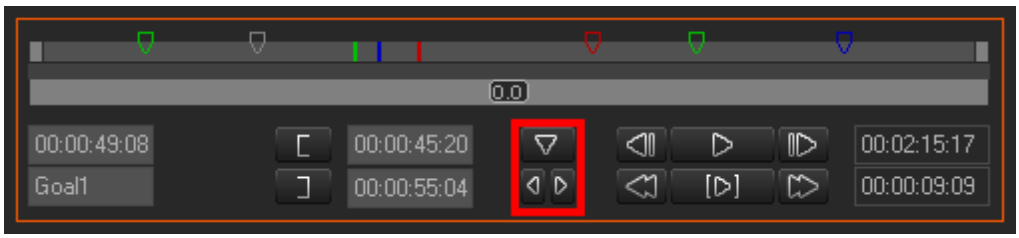
- Double-click on the hours, minutes, seconds or frames area, and the corresponding area will be activated for editing.
- Simple-click in the timecode field, the cursor should blink on the right and you can type the full timecode value.

Storyboard Player

	Duration of the storyboard.

Log Buttons

The Log buttons are common to the Clip Player and the Storyboard Player.



The logs are reference points to a specific frame in a video sequence. Their purpose is to mark points of interest on the media and to facilitate rapid movement between them. A log is identified by a TC value, and relates to an action in a given event.

It is associated to keywords and/or a ranking in Xedio Dispatcher. When no metadata is associated to them, they are named "cue points".

The three Log buttons are used to add and delete logs, as well as to move from one log to the other.

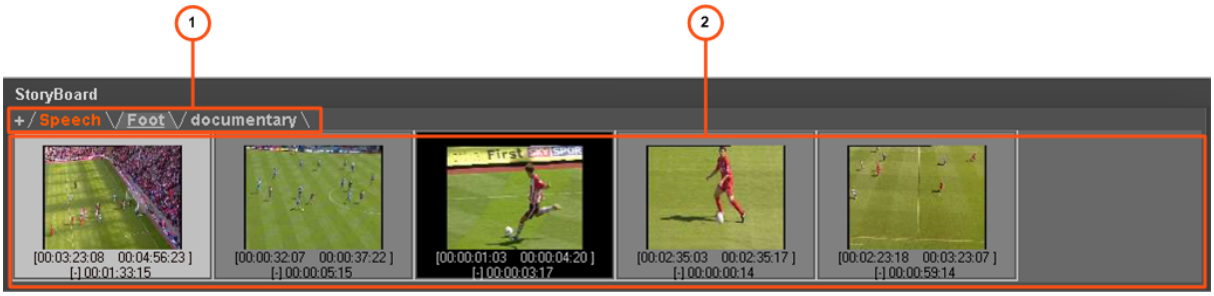
See section "Adding Logs to a Clip" on page 108 for more information on how to create and manage logs.

4.8. Storyboard Area

4.8.1. Overview of the Storyboard Area

The Storyboard area contains all storyboards the user has created in Xedio Dispatcher. Each storyboard is displayed as a tab (1) named according to the storyboard name.

When you click the tab corresponding to a storyboard, the storyboard opens: the tab name becomes underlined, and the storyboard clips (2) are displayed as thumbnails in the tab.



The storyboard can be played in the Storyboard Player. See section "Checking the Storyboard" on page 114.

Other actions on the storyboard are managed via the contextual menus, from the Workspace area, Export tool or Logger tool.

4.8.2. Storyboard Contextual Menu

The Storyboard contextual menu is available when you right-click the storyboard tab. See section "Other Possible Actions on Storyboards" on page 90 for a description of the available options.

4.9. Logger

4.9.1. Purpose

The Logger tab is available from the Tools area. It is used to add logs to media and to associate metadata to logs, such as free text description, keywords and/or ranking. See section "Adding Logs to a Clip" on page 108.

When you open Xedio Dispatcher, the application checks for keyword grids stored as .xml files in C:\Program Files\EVS Broadcast Equipment\XedioDispatcher\Keyword Grids. The detected grids are automatically loaded and available in the Logger tab.

4.9.2. Overview of the Logger Tab

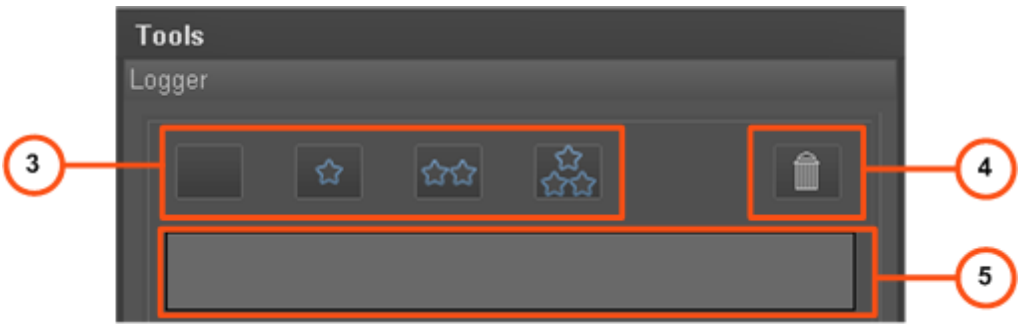
Introduction

The Logger tab displays differently depending on whether keyword grids have been detected or not.

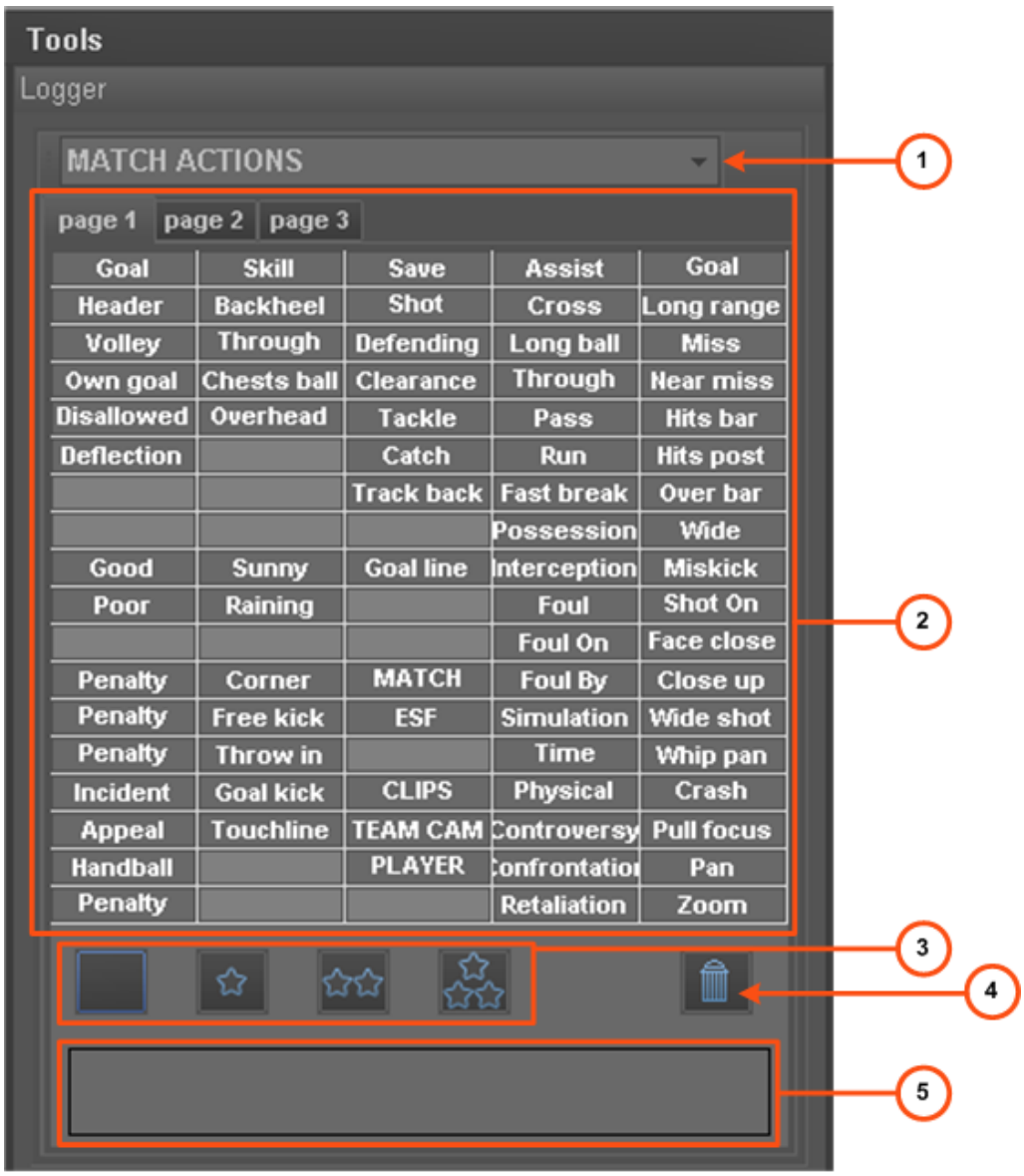
Illustration

The Logger tab contains the areas highlighted on the screenshots below.

Logger without Associated Keyword Grids



Logger with Associated Keyword Grids



Area Description

The table below describes the various parts of the Logger tab:

Part	Name	Description
1.	Keyword Grid Selection field	This field is only present if keyword grids are stored as .xml files in C:\Program Files\EVS Broadcast Equipment\XedioDispatcher\Keyword Grids. This field provides the list of keyword grids from which you can select the one you want to use.
2.	Keyword grid	Once a keyword grid has been selected, it opens in the Keyword Grid area. If the keywords cannot be displayed in one page, the pages are displayed as tabs. If no keyword grid is stored as .xml file in C:\Program Files\EVS Broadcast Equipment\XedioDispatcher\Keyword Grids, this area is not available.
3.	Interest Level buttons	Buttons that allows you to assign a rating to the log, in order to highlight important moments in the clip. The log will have a different color depending on the level assigned.
4.	Delete Log button	Button that allows you to delete the log on which you are positioned in the loaded clip, with all related keywords and ranking information.
5.	Free Text field	Field that allows the users to enter and assign free text to a log.

4.10. Export Tools

4.10.1. Purpose

The Export Tool is available from the Tools area. It is used to export the storyboard, or clips, to specific destinations.

The Export tool provides different tabs, based on the various destination types.

See section "Exporting the Storyboard or Clips" on page 115.

4.10.2. Export to Target Tab

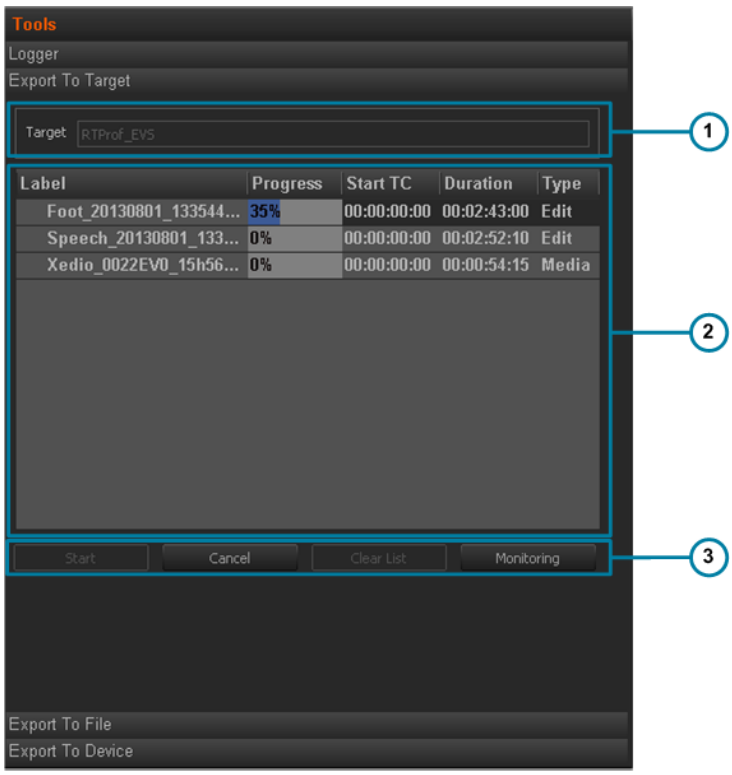
Overview of the Export to Target Tab

Introduction

NEW ! The Export To Target tab is used to export a storyboard or clip(s) according to a predefined Export Target profile (RTProf) or to a predefined XSquare target.

Illustration

The Export to Target tab contains the areas highlighted on the screenshot below:



NEW !

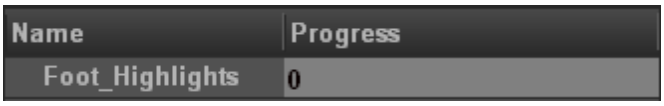
Area Description

The table below describes the various parts of the Export To Target tab:

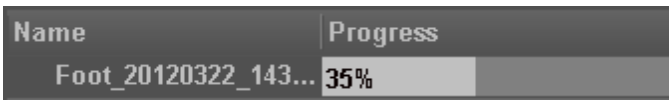
Part	Name	Description
1.	Target field	This zone lists all the available targets: • RTProf target profiles (xml files) • Xsquare targets available for the logged user.
2.	Export list	This zone provides detailed information on all the exporting tasks that have been added to the export list in the current session by the logged user, would they be scheduled, on-going, finished or failed.
3.	Export and Monitoring buttons	This zone provides buttons to initiate or cancel the export process, to clear the Export list. The **Monitor** button is used to monitor the Export status. See section "Monitoring the Export Process to a Target" on page 116.

Export Job Status

- When the storyboard has not been exported yet, the progress bar shows 0 and the background is light grey:



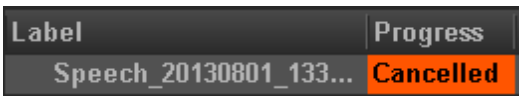
- When the storyboard is being exported, the progress of the export job is displayed in the List of export jobs:



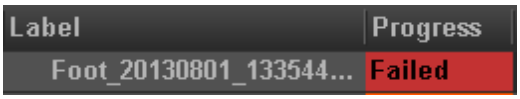
- When the storyboard has been successfully exported, the progress bar displays **OK** and the background is green:

- When the storyboard has not been successfully exported, the progress bar displays an error message and the background is blue:

- When the Export job has been cancelled, the progress bar displays **Cancelled** and the background is orange:



- When the Export job has failed, the progress bar displays **Failed** and the background is red:



4.10.3. Export to File Tab and Export to Device Tab

Overview of the Export to File Tab and Export to Device Tab

Illustration of the Export to File Tab

The Export to File tab contains the areas highlighted on the screenshot below:

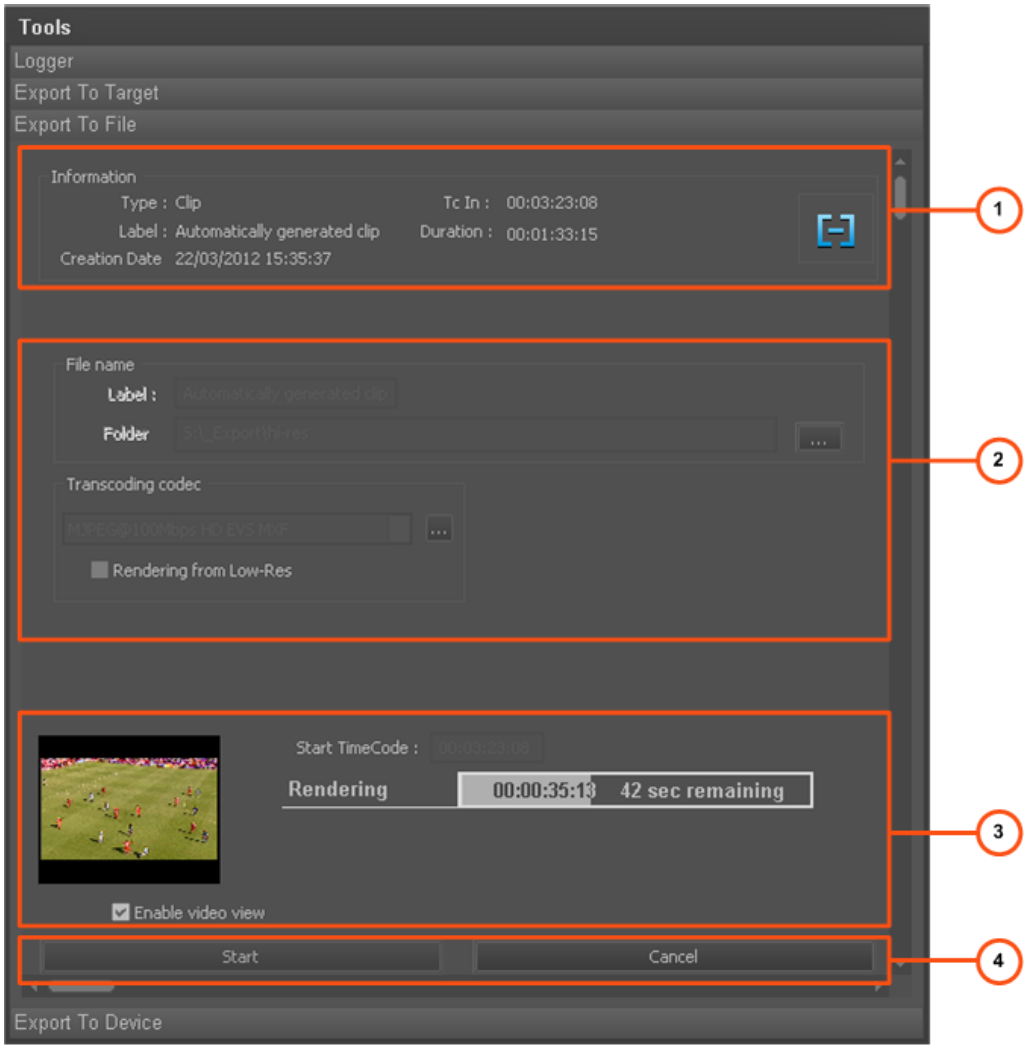
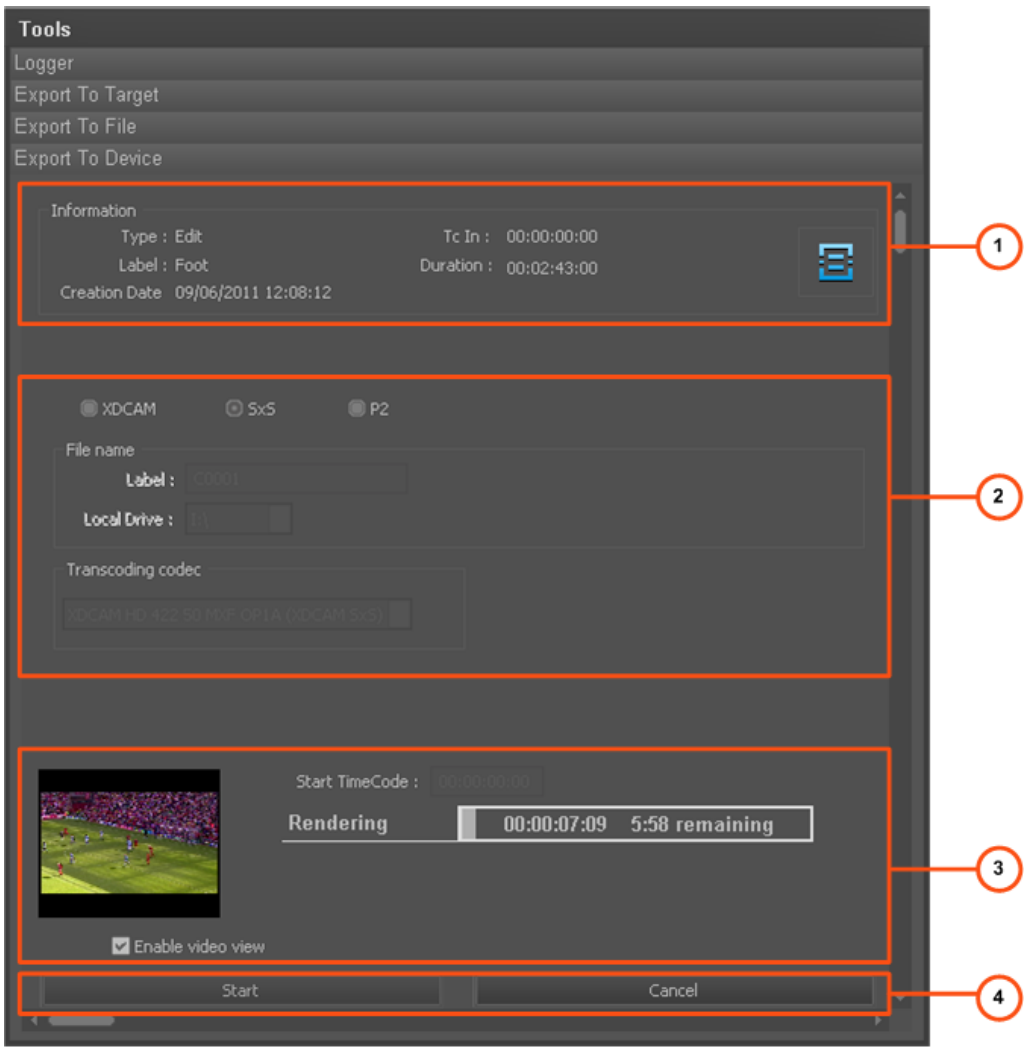


Illustration of the Export to Device Tab

The Export to Device tab contains the areas highlighted on the screenshot below:



Area Description

The table below describes the various parts of the Export to File and Export to Device tabs:

Part	Name	Description
1.	Information zone	This area displays read-only general details on the storyboard or clip (like type, label, creation date, TC IN, duration).
2.	Destination zone	This area is used to define settings of the exported file, such as a label, a destination folder and a transcoding codec. See section "Destination Zone" below.

Part	Name	Description
3.	Export Information zone	This area provides information on the progress of the export process. See section "Export Information Zone" below.
4.	Start and Cancel buttons	The **Start** button starts the export process for the selected storyboard or clip. The **Cancel** button cancels the export process. Already finalized exports will not be canceled.

Destination Zone

Exporting to a File

To export a storyboard or a clip to a file that can be read by an external system, complete the following fields before clicking the **Start** button.

Field	Description
Label	Name you give to the exported storyboard/clip (mandatory).
Folder	Destination folder where you want to export the storyboard/clip to.
Transcoding Codec	Codec profile, which will determine the final format of the storyboard/clip in the destination folder.
Additional Parameters	This window can be reached by clicking the button in the Transcoding Codec zone. This allows you to specify parameters for the new file, such as name, keywords, UmID or VarID.
Rendering from Low-res	When selected, the edit is rendered from the low-res file. This can save some time.

Exporting to Device

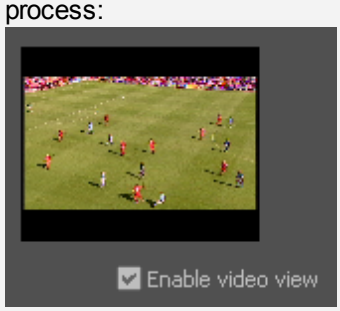
To export an storyboard/clip to an external device, such as a XDCAM disk, a SxS card or a P2 card,

- select the device type: XDCAM, SxS or P2.
- complete the fields described in the table below
- click on the **Start** button.

Field	Description
Label	Name you give to the exported storyboard/clip (mandatory).
Local Drive	Location where the storyboard/clip will be sent to.
Transcoding Codec	Codec profile, which will determine the final format of the storyboard/clip in the destination folder. The available codecs depend on the type of device selected.
Additional Parameters	This window can be reached by clicking the ... button in the Transcoding Codec zone. This allows you to specify parameters for the new file, such as clip name, keywords, UmID or VarID.

Export Information Zone

From this zone, the following settings are available:

Item	Description
Start Timecode	You can specify the storyboard/clip timecode from which the export process will begin.
Enable Video View	When selected, a small video view is displayed during the export process: 

5. Managing the Storyboards

5.1. How to Create an Empty Storyboard

To create a storyboard, proceed as follows:

1. Click the **+** sign in the top left corner of the Storyboard area.

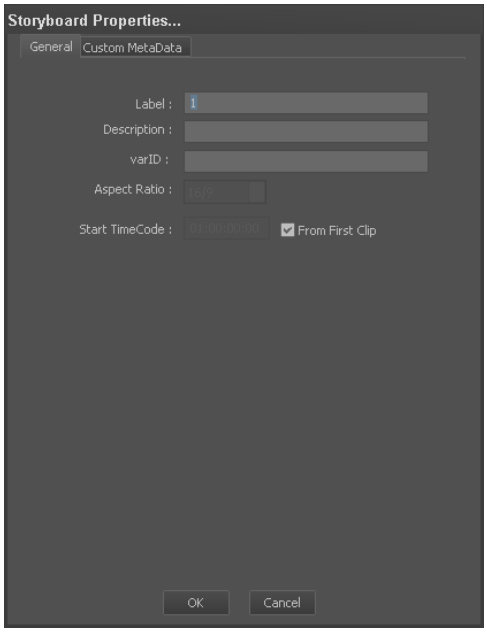
   This opens The Storyboard Properties window. See section "Storyboard Properties Window" on page 87.
2. Type the name of the storyboard in the **Label** field (mandatory).
3. Fill in the other fields, if needed.
4. Set the start timecode that will be taken into account during the storyboard export.
5. Define the metadata from the Custom Metadata tab by filling in the metadata fields.
6. Click **OK**.

The new storyboard is now available in the Storyboard area as a new tab. The tab name is the storyboard name. When a storyboard is active, the tab is underlined in the Storyboard area.

5.2. Storyboard Properties Window

Window Overview

The Storyboard Properties window is made of two tabs: General, Custom Metadata.



Fields in the General Tab

The General tab contains the following user interface elements.

Label

Name assigned to the storyboard (mandatory).

Description

Optional text to describe the storyboard.

VarID

VarID given to the storyboard.

Aspect ratio

Default aspect ratio to be used for the storyboard.
With HD video standards, the aspect ratio 16:9 is selected and cannot be modified in Xedio Dispatcher. This does not prevent from using a media with a different aspect ratio in the edit.
With SD video standards, you can choose the aspect ratio between 4:3 and 16:9, and you can modify this as long as the edit is empty.
The default value is specified in Parameters > Parameters Profiles > General > General tab.

Start Timecode

Specifies the first timecode for the edit.
The entered timecode will be taken into account during the storyboard export
Two options are available:

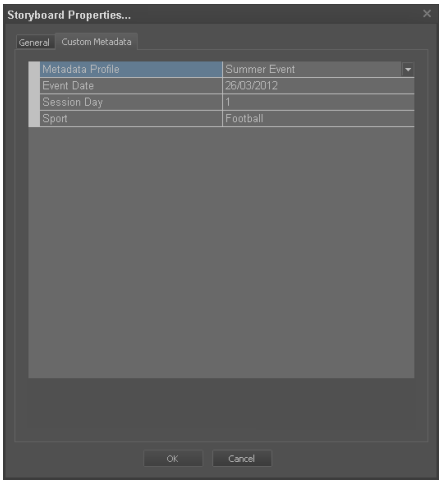
- Get the TC IN of the first storyboard clip as start TC by selecting the **From First Clip** option.
- Manually set the start TC by clearing the **From First Clip** option and entering a specific timecode in the **Start Timecode** field.

Fields in the Custom Metadata Tab

Three cases can occur:

- No default metadata profile has been selected for use with the storyboards from the Edit Metadata Profile Association window. Then, the Custom Metadata tab is not available.
- Only one metadata profile has been selected for use with the storyboards from the Edit Metadata Profile Association window. Then, the metadata fields of this default profile are displayed in this tab and can be filled in.

- Several metadata profiles have been selected for use with the storyboards from the Edit Metadata Profile Association window (one default profile and one or more associated profiles). Then, the first line displays the name of the default metadata profile and can be used to select another profile:



The other lines display the metadata fields of the selected profile. Values can be entered or selected.

Note
The **Allow Change Edit Properties** option must have been selected from **Parameters > Parameters Profiles > Media Dispatcher > Cefiltermgr** to allow the display and update of Custom Metadata.

5.3. Other Possible Actions on Storyboards

Opening a storyboard

Click on the tab of the requested storyboard.

The tab name is underlined and the storyboard clips are displayed in the Storyboard tab as thumbnails.

Modifying a storyboard properties

1. Right-click the storyboard tab
2. Select **Storyboard Properties** from the contextual menu.

   The Storyboard Properties window is displayed.
3. Type the new data
4. Click **OK**.

See section "How to Create an Empty Storyboard" on page 87 for details on this window.

Deleting a storyboard

1. Right-click the storyboard tab
2. Select **Delete Storyboard** from the contextual menu.

A message will ask you for confirmation before deleting the storyboard.

Sending a storyboard to the Export tool

1. Right-click the storyboard tab
2. Select **Send Storyboard to Export Tool** from the contextual menu.

See section "Exporting the Storyboard or Clips" on page 115 for more information on exporting storyboards.

6. Selecting Relevant Media

6.1. Introduction

To create a storyboard, users can use clips directly available from a device or a folder, or they can create a sub-clip from an existing clip.

Connected devices are automatically displayed in the Device area. Other folders, corresponding to USB devices and XF drives, can be added to the Device area and their content scanned.

In the Workspace area, two views are available to display the content of devices or folders selected in the Device area: the Thumbnail view and the List view.

6.2. Adding and Scanning a Folder in the Source Device Area

Introduction

XF drives or USB devices containing media backed up from EVS video servers on an event location can be used in Xedio Dispatcher.

How to Add and Scan a Folder

To display a folder content, proceed as follows:

1. In the Source Device area, right-click the Folders line.

   A contextual menu appears.
2. Select **Add & Scan Folder**.

   A window opens.
3. Type a device name.
4. Browse for the device folder to scan.
5. Click **OK**.

The folder is added to the Source Device area and its content is scanned and can be displayed in the Workspace area.

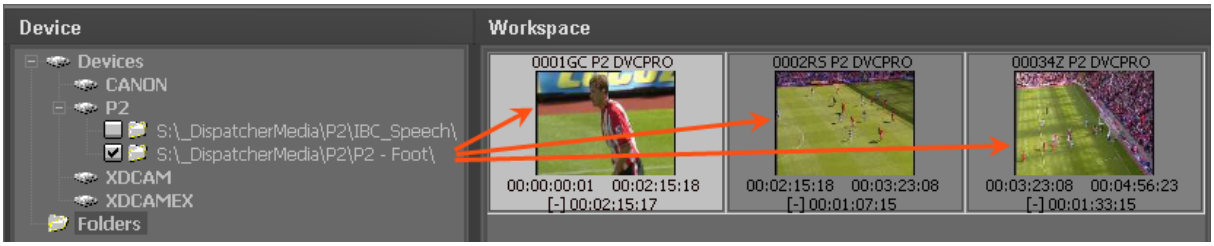
6.3. Listing Clips in the Workspace Area

6.3.1. Displaying the Source Clips in the Thumbnail View

First, select the check box corresponding to a device or a folder in the Source Device area.

Then, click the button to select the Thumbnail view.

Thumbnails for each source clip present in this device or folder are displayed on the Workspace area.

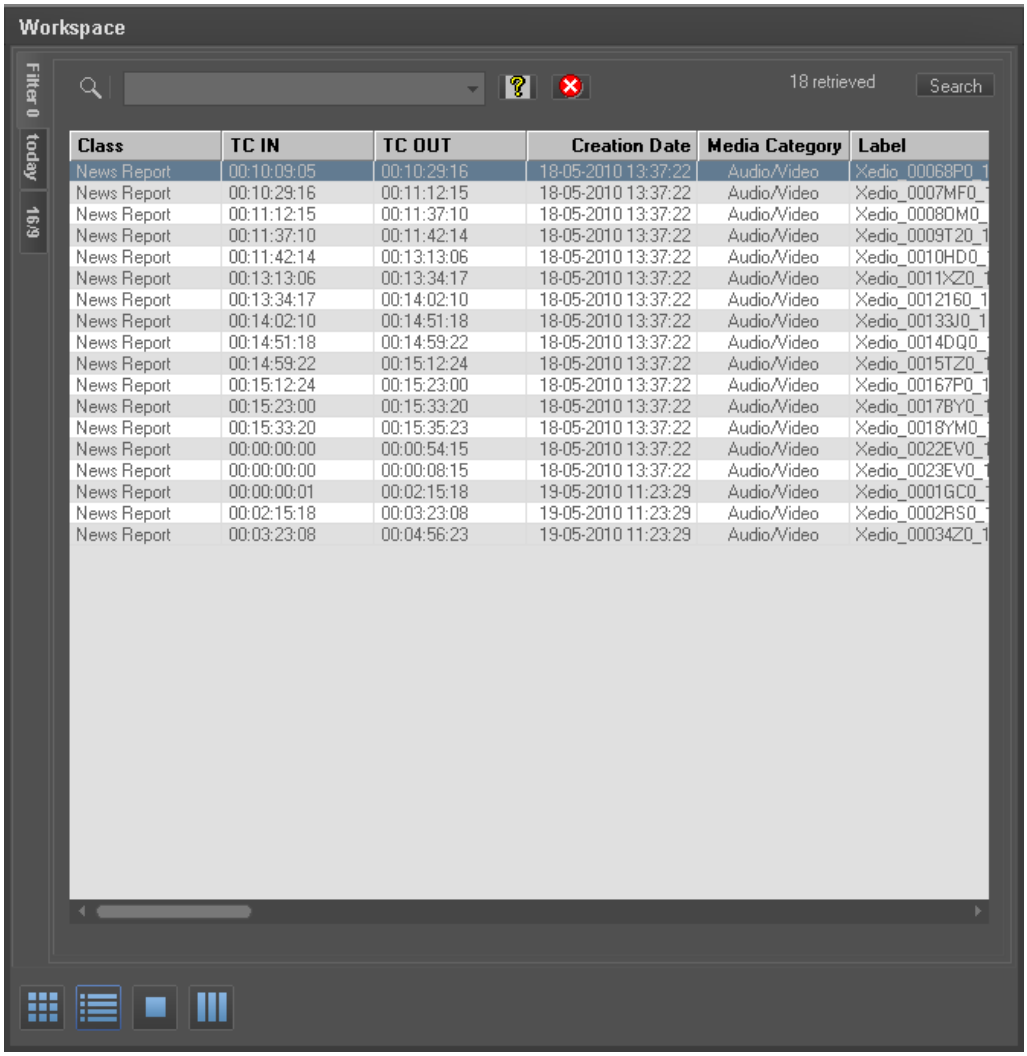


6.3.2. Listing the Source Clips in the List View

First, select the check box corresponding to a device or a folder in the Source Device area.

Then, click the button to select the List view.

The list of source clips present in this device or folder and their associated metadata are listed on the Workspace area.



6.4. Searching for Elements in the List

6.4.1. Introduction

When Xedio Dispatcher displays large amounts of data, it may become difficult to find a specific element. The Xedio Dispatcher offers several ways to speed up your search:

- quick text search
- filters on parameters

By default, the columns that are taken into consideration for the Quick Text Search are the ones currently visible in the grid.

If you wish to search in other columns, and view the string you are searching for in the columns, you can:

- add other columns to the Elements grid view
- use Filters, as explained in section "Advanced Search" on page 95.

These search tools are explained in detail below.

An applied filter can be saved for later use. Such a saved filter can then be applied in one click.

A search can also be facilitated by ordering the Elements grid.

6.4.2. Quick Text Search

Purpose and Context of Use

The Quick Text Search function is used to perform a search based on free text entered in the **Quick Text Search** field. This field is available on the top of the Elements grid.

It allows searching for a string in the displayed columns.

Users can enter a search string in one of the following ways.

- They enter the search string in full in the **Quick Text Search** field.

  The Quick Text Search option obeys specific rules which can be accessed via the **Help** button next to the **Quick Text Search** field.

  See section "Quick Text Search Rules" on page 94 for more details on these rules.

- They click the arrow next to the **Quick Text Search** field, so the last 10 searches are displayed, and they select one of them.

Quick Text Search Rules

The string that you enter in the **Quick Text Search** field is analyzed according to the following set of rules, which can be accessed via the **Help** button next to the **Quick Text Search** field.

The free text search is not a case sensitive operation.

Search String	Search Result
Yellow card	Searches for the strings "yellow" **and** "card", even if in two different fields (columns), for example "yellow" in Name and "card" in Keywords. For example a clip named "The Yellow Man" with keywords "Red Card" will be found, since it has yellow and card in 2 different fields.
"Yellow card"	Searches for strings containing "Yellow card".
Yellow | card	Searches for "yellow" **or** "card", even if in two different fields (columns), for example "yellow" in Name or "card" in Keywords. Spaces around the | sign are mandatory.

Search String	Search Result
yell*	Searches for "yell" at the beginning of a string.
***low**	Searches for "low" at the end of a string.
Ye*low	Searches for strings with "ye" at the beginning and "low" at the end.
Ye*low 123	Searches for strings with "ye" at the beginning and "low" at the end and which contains "123".
=card	Searches for a string exactly equals to "card". For example, if a field contains "yellow card", the **=card** condition will not return any result.
=”yellow card”	Searches for a string exactly equals to "yellow card". The use of quotes is required due to the space between "yellow" and "card".

How to Perform a Quick Text Search

To perform a Quick Text search, proceed as follows:

1. Display the columns you wish to perform a quick search on.
2. Type a search string in the **Quick Text Search** field, based on Quick Text search rules available from the **Help** button and detailed in section "Quick Text Search Rules" on page 94.
3. Click the **Search** button to apply the Quick Text Search.

   Depending on whether the **AutoRefresh Filtering** setting is selected or not, you may not have to click the **Search** button to apply the Quick Text Search. Refer to the tab Software > Parameter Profiles > General > General in Xedio Manager.

   The search result is displayed in the grid.
4. To clear the applied Quick Text Search, click the red button to the right of the search field or select **<empty>** from the **Quick Text Search** drop-down list.

6.4.3. Advanced Search

Purpose and Context of Use

The Advanced Search functions are available for more detailed search operations. They allow searches on media metadata.

From the Today tab, the filter "creation date = today" is automatically applied.

The Advanced Search fields can be displayed on the top left part of the Elements grid.

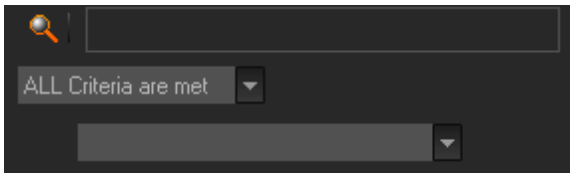
Advanced Search Fields Display

Displaying Advanced Search Fields

Show/Hide Filter Button

To display the Advanced Search fields, click the **Show/Hide Filter** button above the grid.

The Advanced Search area is expanded as follows:



The **Show/Hide Filter** button can be displayed with two different colors:

Button Display	Meaning
(gray)	The **Show/Hide Filter** button is gray when all filter criteria are hidden. Consequently, the filters are inactive.
(colored)	The **Show/Hide Filter** button is colored when the Advanced Search area is visible, even if no filtering criterion is applied.

Criteria Combination Field

The first field under the **Show/Hide Filter** button lists three options for the combination of criteria to be taken into account during the filtering operation.

Option	Meaning
ALL criteria are met	All the criteria selected in the **Filter** fields displayed under the **Criteria Combination** field must be met. The media displayed in the Elements grid fulfill all the selected filter criteria.
ANY criteria is met	At least one of the criteria selected in the **Filter** fields must be met. The media displayed in the Elements grid fulfill at least one of the selected filter criteria.

Option	Meaning
NO criteria is met	None of the criteria selected in the **Filter** fields displayed under the **Criteria Combination** field must be met. The media displayed in the Elements grid fulfill none of the selected filter criteria.

Search Parameters List

The second field gives access to the list of available advanced search parameters. Click the arrow next to the field to display the list.

Users are then able to add as many search fields as needed and to enter search criteria for each of them.

Advanced Search Fields

Once a search parameter has been selected, an entire line is displayed.

Interface Element	Description
1	Selected search parameter.
2	Various fields used to enter the filter criteria. See section "Advanced Search Fields Types" on page 98.
-	Used to remove the corresponding filter line.
+	Used to add a new filter line.

Hiding Advanced Search Fields

To hide all the Advanced Search fields, click the **Show/Hide Filter** button again. Consequently, all the applied filters are removed.

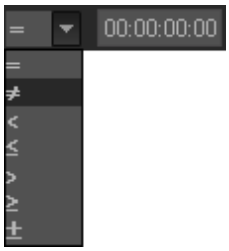
To remove an Advanced Search field from the Advanced Search area and thus clear the corresponding applied filter, click the - button next to the field.

Advanced Search Fields Types

Depending on the selected search parameter, different types of advanced search fields will be displayed and available to enter criteria.

Timecode or Duration Parameter

Such as TC IN, TC OUT, Duration…



1. Select a logical operator in the first field
2. Enter a timecode or duration value in the second field.

Timecode Range

1. Select an option from the first field
2. Enter a timecode value.

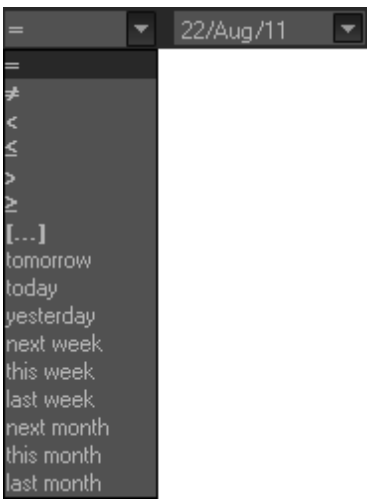
This will include, or exclude, media containing the specified timecode value.

Date

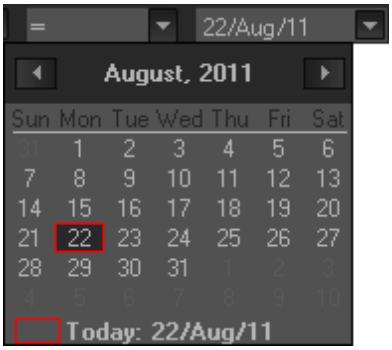
Such as Creation Date

Several Date Search filters exist.

1. Select a condition or a logical operator in the first field



2. This will condition the next step:
   - Search based on a specific date (e.g. with **=**…): a calendar will be displayed for the selection of a date.



   - Search based on an interval (e.g. with **[…]** (between)…): two calendars are displayed for the selection of two dates.

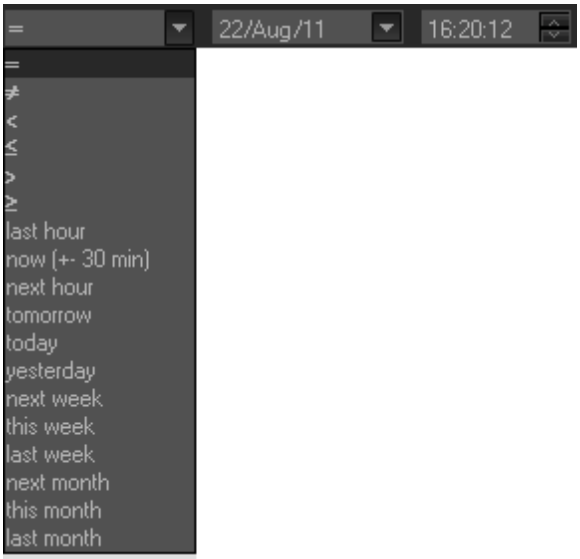
   - Search based on a specific date calculated from the current date (e.g. with **tomorrow**, **last month**,…): no other field appears.

Time

Such as Last Rendered Date Time

Several Date Search filters exist.

1. Select a condition or a logical operator in the first field



2. This will condition the next step:
   - Search based on a specific date and time (e.g. with **=**…): two additional fields will be displayed, a calendar for the selection of a date and drop-down list for the selection of time.
   - Search based on a specific date and time calculated from the current date and time (e.g. with **next hour**, **last month**,…): no other field appears.

Number

Such as DB Id

1. Select a logical operator in the first field
2. Enter a number in the second field.

Note
<> means "differs from".

Option List

Such as Video Standard

1. Select a logical operator in the first field

2. Click the … button to display the list of options available for the selected filter parameter.

   Example for the Video Standard:

3. Select an option from the list.

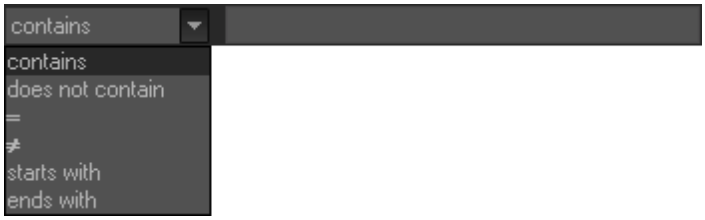
Boolean

Such as Published

- Select Yes or No from the single criteria field.

Free Text

Such as Label

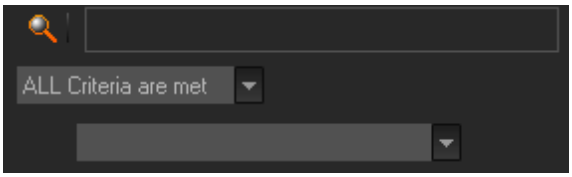


1. Select a condition in the first field.
2. Enter free text in the second field.

How to Perform an Advanced Search

To enter search values in the Advanced Search fields, proceed as follows:

1. Choose the columns you wish to perform a search on.
2. Click the **Show/Hide Filter** button
   The Advanced Search area is displayed:



3. Select a criteria combination from the list:

4. Select a search parameter from the list of parameters.
   An entire line, corresponding to the selected filter parameter, is displayed:

5. Enter filter criteria as explained in section "Advanced Search Fields Types" on page 98.

   For free text fields, press **ENTER** to apply the filter.

   Otherwise, the Elements grid is automatically filtered and refreshed.

6. If required, click the + button to add another advanced search parameter.

6.4.4. Using Saved Filters

Introduction

Once you have defined filters and search terms, you may want to save them for later use. You will then be able to apply the same set of filters with a single click.

Saved filters appear as tabs.

At least two tabs exist on the left of the Elements grid.

- The Filter 0 tab: The Elements grid displays the list of all elements present in Xedio Dispatcher, or it returns the result of a search applied to the list.
- The Today tab: the Elements grid shows the elements with "creation date = today".

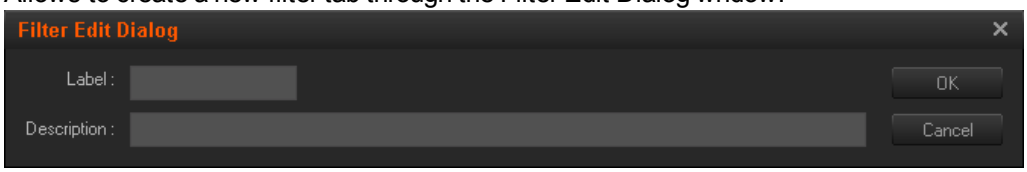
Warning
Those filters can be modified by the user, so the results could no longer reflect the tab label.

Saved Filter Contextual Menu

Right-clicking in the Filter 0 tab displays a contextual menu with the following options:

Create New Filter

Allows to create a new filter tab through the Filter Edit Dialog wndow:



Save Filter As

Allows to create a new filter tab in which the current search filter will be saved.

Filter Properties

Allows to change the name and/or description of the selected filter tab.

Reset Filter

Removes all search criteria on the selected filter tab.

Delete Filter

Removes the filter tab.

How to Save Filters

To save filters, proceed as follows:

1. Define the filter or filters combination you wish to save, as explained in section "How to Perform an Advanced Search" on page 101.
2. Right-click the Filter 0 tab.
3. Select **Save Filter As** from the contextual menu.

   The Filter Edit Dialog box opens.
4. Enter a label for the tab you are going to create and, if required, enter a description.
5. Click **OK**.

The new filter tab is displayed on the left of the list.

How to Apply a Saved Filter

To apply a saved filter, simply click the corresponding tab.

7. Loading a Source Clip on the Clip Player

Introduction

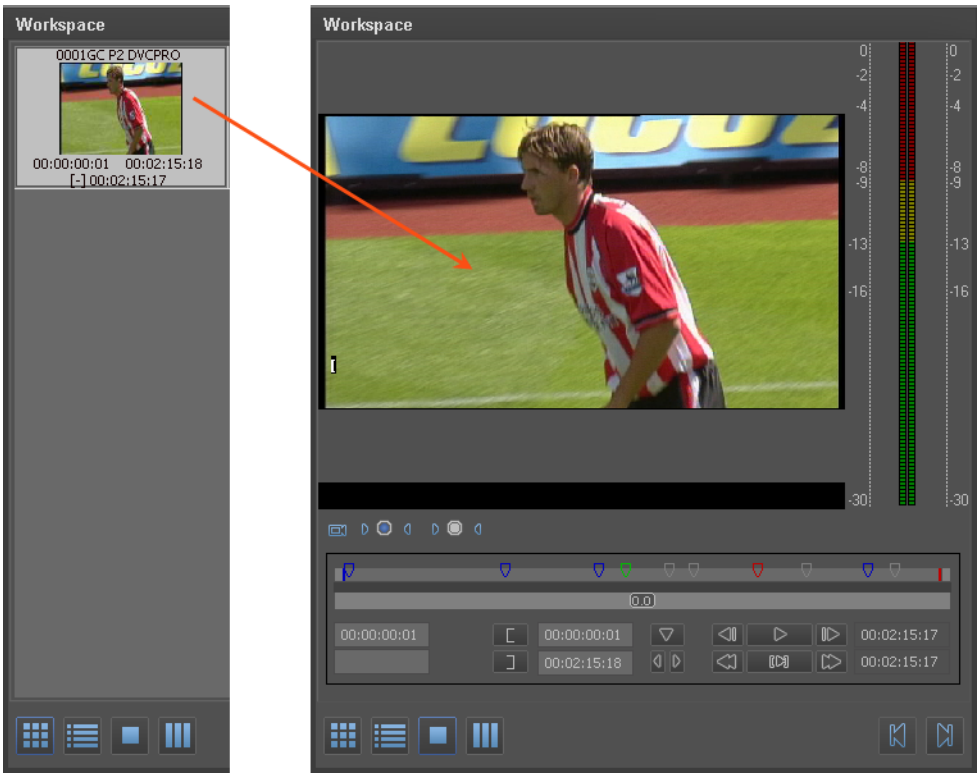
The action of "placing" a media or a clip on the Clip Player to preview it, sub-clipping it, and so on, is called "loading a media or clip on the Player".

This can be done in different ways.

How to Load a Clip in the Clip Player

To load source clip on the Clip Player, proceed in one of the following ways:

- double-click the source clip from the Thumbnail view.



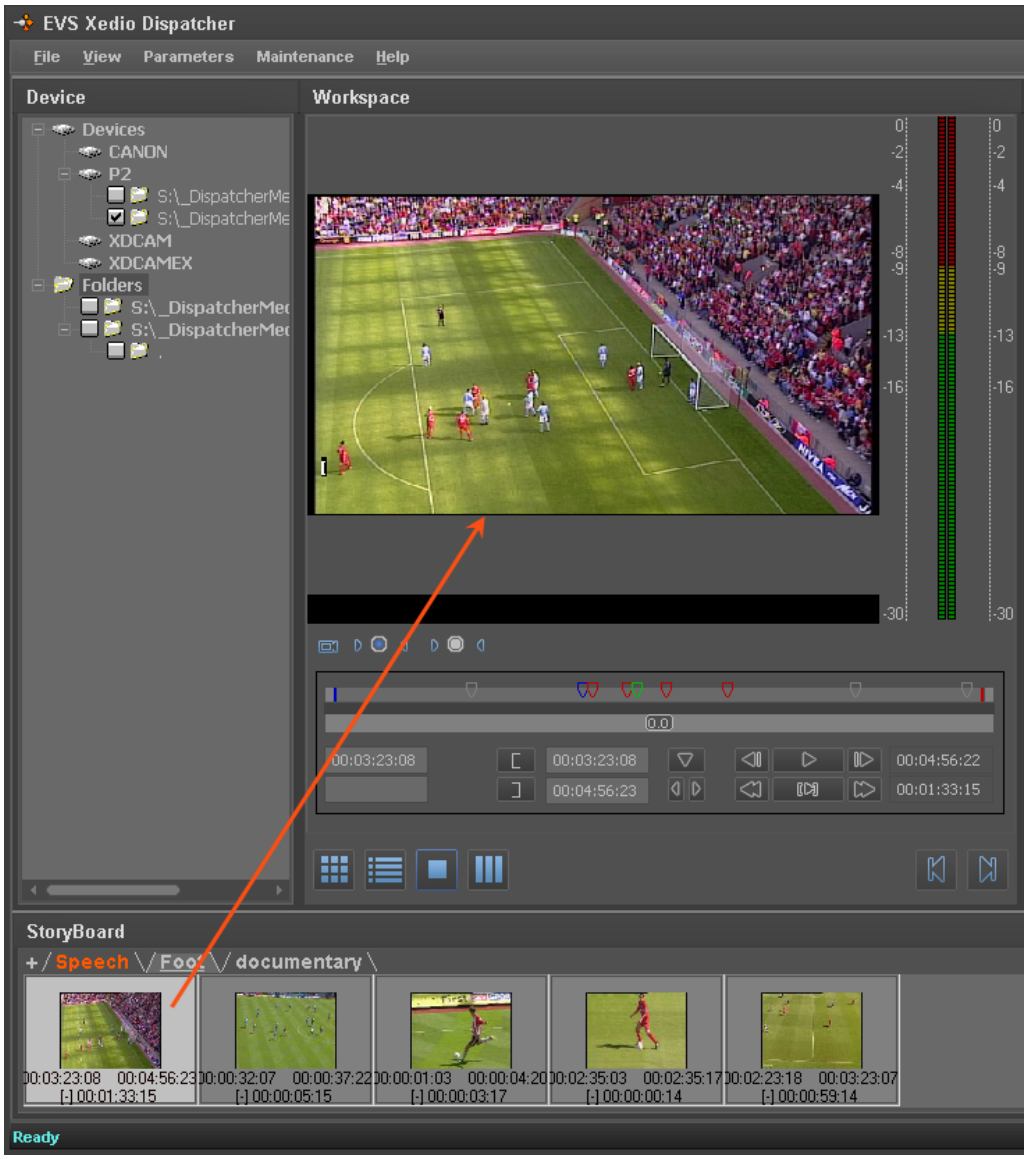
- double-click the source clip from the List view.
- right-click a clip or a thumbnail ans select **Play** from the contextual menu.

The clip boundaries displayed are the ones of the source clip.

To load the source clip on which a storyboard element is based, proceed in one of the following ways:

- double-click the storyboard element in the Storyboard area and the clip will display in the Clip Player.
- drag the storyboard element from the Storyboard area to the Clip Player.

The clip boundaries displayed are the ones of the storyboard clip.



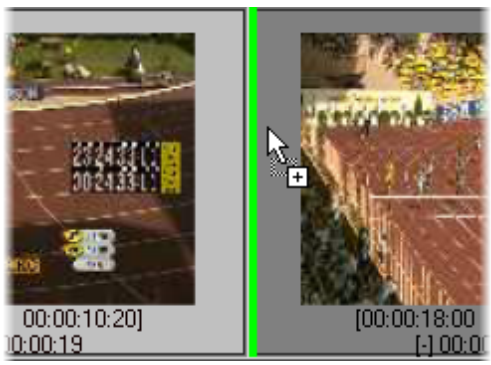
When you load a clip in the Clip Player, the Clip Player becomes automatically active, and the **Clip Player** button is selected .

8. Adding Clips or Sub-Clips to the Storyboard

8.1. How to Create a Sub-Clip and Add it to the Storyboard

To create a sub-clip and add it to the storyboard, proceed as follows:

1. Ensure the requested storyboard is open in the Storyboard area. See section "How to Create an Empty Storyboard" on page 87.
2. Open the requested source clip in the Clip Player view. See section "Selecting Relevant Media" on page 91.
3. Add a mark IN point in one of the following ways:
   - Use the transport control buttons (see section "Transport Commands in the Player" on page 72) to move the nowline to the requested frame and click **mark IN** button .
   - Type the requested TC in the **TC Mark IN** field and press **ENTER**.
4. Add a mark OUT point in one of the following ways:
   - Use the transport control buttons (see section "Transport Commands in the Player" on page 72) to move the nowline to the requested frame and click **mark OUT** button .
   - Type the requested TC in the **TC Mark OUT** field and press **ENTER**.
5. Enter a name in the **Clip Name** field, if requested.
6. Drag the sub-clip to the open storyboard and drop it either at the end of the storyboard, or between two storyboard clips. The position where the clip will be dropped when you release the mouse is shown with a vertical green bar:



Note
You cannot modify a storyboard clip once it is included in a storyboard. If you want to change the boundaries of the storyboard clip, you need to, add a new one with the requested boundaries and delete the storyboard clip. See section "How to Modify the Storyboard Clip Boundaries" on page 107.

8.2. How to Add Source Clips to the Storyboard

To add a source clip to the storyboard, proceed as follows:

1. Select the source clip from the Thumbnail view or from the List view of the workspace
2. Drag it at the requested place in the Storyboard area.

To add several source clips at a time, you can select them thanks to the usual commands, as detailed in section "Selecting Techniques" on page 55.

Clips are then added in chronological order.

8.3. How to Replace a Clip in the Storyboard

To replace a clip in the storyboard by a source clip or a sub-clip, press the **CTRL** key while dragging the source clip or the sub-clip to the storyboard.

The storyboard element that is going to be replaced is surrounded by a green line:

8.4. How to Modify the Storyboard Clip Boundaries

You cannot edit the boundaries of a storyboard clip. You will have to replace the storyboard clip.

To modify the boundaries of a storyboard clip, proceed as follows:

1. In the open storyboard, double-click the storyboard clip you want to replace.

   This loads the source clip of the storyboard clip on the Clip Player.

   The displayed clip boundaries are the ones of the storyboard clip.
2. Modify the mark IN and/or mark OUT points to prepare the new sub-clip.
3. Drag the new sub-clip to the storyboard and drop it after the clip to be deleted.
4. Right-click the clip to be deleted from the storyboard and select **Delete Selected Edit Clip** from the contextual menu.

9. Adding Logs to a Clip

9.1. Introduction

The logs are reference points to a specific frame in a video sequence. Their purpose is to mark points of interest on the media and to facilitate rapid movement between them. A log is identified by a TC value, and relates to an action in a given event.

Whenever you want, you can add logs to the material loaded in the Clip Player, or in the Storyboard Player. Even if you add the log in the Storyboard Player, the logs are in fact added to the source clip.

When keyword grids are stored in C:\Program Files\EVS Broadcast Equipment\XedioDispatcher\Keyword Grids, the grids are automatically detected and are available in the Logger tab. Then keywords can be associated to a log.

Would keywords grids be available or not, an interest level and/or free text can always be associated to the log.

9.2. Log and Metadata Display

9.2.1. Log Color and Rating

Logs are shown on the media bar as transparent triangles.

The log will have a different color depending on the interest level assigned:

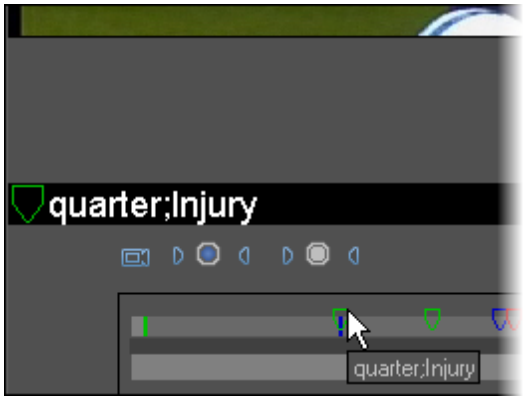
- White log for no-star rating (default) or for a cue point (no associated metadata)
- Blue log for 1-star rating
- Green log for 2-stars rating
- Red log for 3-stars rating

There is always a black stripe below the video display when logs are present on the loaded media/clip. When the nowline is on an log timecode, a transparent triangle appears on the left of this black stripe.

9.2.2. Keywords Associated to a Log

Keywords Display in the Player Area

Once the nowline is positioned on a log timecode, the keywords associated to this log are listed below the video display, next to the log triangle, and are displayed as a tool tip when you roll the mouse over the log on the media bar:



Keywords Display in the Logger Tool

When the nowline is positioned on a log, you can easily find back the keywords assigned to this log in the Logger area.

When you see...	...this means that...
an asterisk next to a keyword grid name and keyword grid pages	keywords from this keyword grid have been assigned to the selected log
a keyword written in black on a lighter background, like "Injury" in the next screenshot. 	the keyword has been assigned to the selected log
a keyword written in white on a middle gray background	the keyword has been assigned to another log

9.3. Adding a Log to a Clip and Associating Metadata

Preliminary Steps

You first need to load a clip and position the nowline at the specific timecode:

1. Load the source clip in the Clip Player or the storyboard clip in the Storyboard Player. See sections "Loading a Source Clip on the Clip Player" on page 104 and "Checking the Storyboard" on page 114.
2. Position the nowline on the frame where you want to add a log in one of the following ways:
   - Using the transport buttons
   - Dragging the nowline to the requested frame
   - Typing the requested TC in the nowline TC field (in Clip Player only) and pressing **ENTER**.

Adding a Log without Metadata

1. Place the nowline at the requested position on the media
2. Click the **Add Log** button .

The log is added on the media as a white transparent triangle on the media bar.

Adding a Log with Metadata

A log can be added with one or a combination of the following metadata: interest level, free text, and keywords.

How to Add a Log with an Interest Level

In the Logger tab of the Tools area, click the requested **Interest Level** button (from no star to three stars) to assign a level to the log

A colored triangle is displayed on the media bar.

How to Add a Log with Free Text

In the Logger tab of the Tools area, enter some text in the free text field to add free text to the log

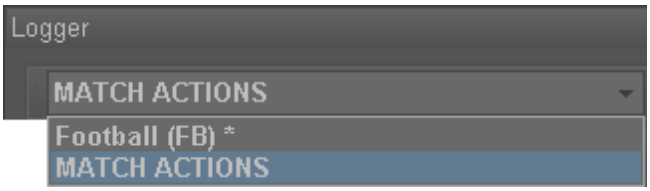
A white triangle is displayed on the media bar.

How to Add a Log with Keywords

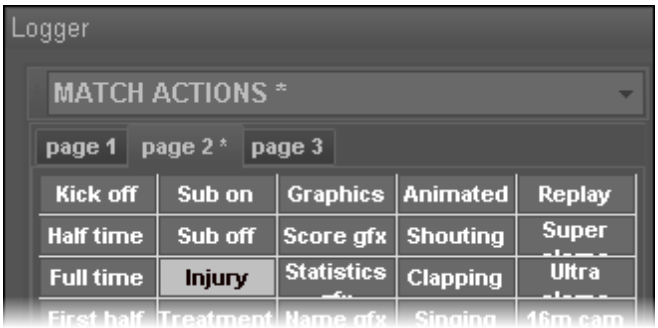
If keywords grids have been detected by Xedio Dispatcher, they are available from the Logger tool. Then, proceed as follows:

1. Click the Keyword Grid Selection field.

   The list of available keyword grids is displayed:



2. Select the keyword grid you want to use.
3. Click the keywords you want to associate to your log



   A white triangle is displayed on the media bar. The keyword is displayed below the Video Display.

9.4. Other Possible Actions on Logs

Moving from one Log to the Other

- Click the **Go to Prev. Log** button to move to the log positioned on the left of the nowline.
- Click the **Go to Next Log** button to move to the log positioned on the right of the nowline.

Deleting a Log

When the nowline is positioned on a log (using the

, buttons) you can delete it (and all its metadata) in one of the following ways:

- clicking the **Delete Log** button at the bottom of the Logger area.
- clicking **CTRL**+ .

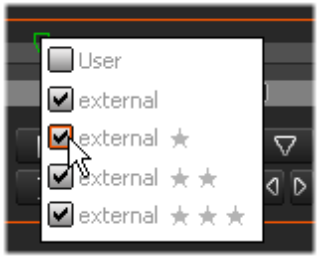
Displaying only logs with a given rating

By default, all logs are displayed in the loaded material.

If you want to display only the logs with a specific rating:

1. Right-click on the log, right above the media bars.

   The following contextual menu is displayed:

2. Select the check boxes (external) that correspond to the rating(s) you want to display.
3. Do the reverse operation to display all logs.

10. Recording an Audio Guide Track

10.1. Introduction

You have the possibility to record a voice-over sequence on one track of the storyboard.

You can only record one audio guide track for one storyboard. Once the audio guide track has been created, you cannot modify it. If you want to change it, you need to delete it and record a new one.

By default, the audio guide track is stored and exported on the stereo track 3 of the storyboard. The track on which it is stored is defined via the menu Parameters > Parameter Profiles: Media Dispatcher > Default parameter profile > Storyboard tab: **AudioGuideTrackOutput** setting. Audio guide track will be mixed over any existing audio on this audio track.

10.2. How to Record an Audio Guide Track

The storyboard on which you want to add the audio guide track is already loaded in the Storyboard Player. See section "Checking the Storyboard" on page 114.

To record an Audio Guide Track on the storyboard, proceed as follows:

1. Position the nowline where you want to start the audio guide sequence.
2. Click the **Start Audio Guide** button .

   A countdown (default 3-second preroll) starts and is shown on the button

. It indicates the number of seconds before the recording process starts and allows you to get ready for the recording.
3. Start speaking when the button turns red .
4. Click the button again when the voiceover sequence is finished.

The record button becomes the **Delete Audio Guide** button : click on this button if you are not satisfied with the recorded audio guide, and create a new one.

Note
The default value for the Audio Track Guide Preroll can be modified in the AudioGuideTrackPreRoll setting defined via the menu Parameters > Parameter Profiles: Media Dispatcher > Default parameter profile > Storyboard tab.

11. Checking the Storyboard

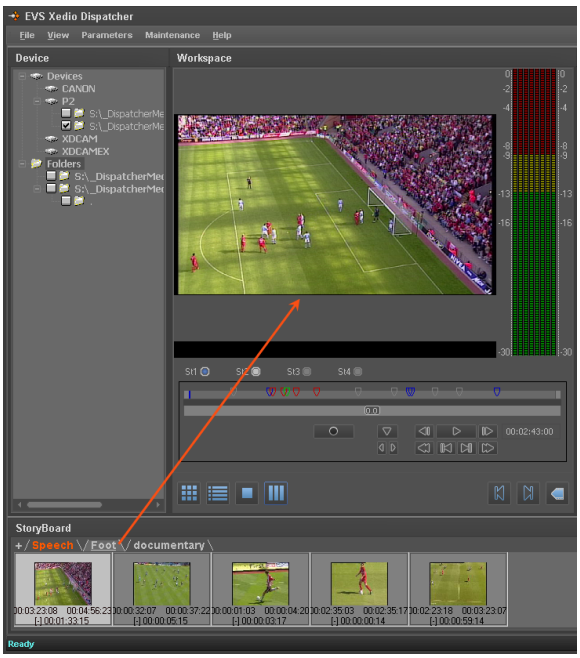
Introduction

Once the storyboard is created, you can check the result by loading the storyboard in the Storyboard Player.

How to Load a Storyboard in the Storyboard Player

To load a storyboard in the Storyboard Player, proceed as follows:

1. Click the **Storyboard Player** button to open the Storyboard Player.
2. Drag the tab of the requested storyboard to the Storyboard Player:



The storyboard is open in the Storyboard player.

In play mode, the clip being played is highlighted by a black border around its thumbnail in the Storyboard area.

12. Exporting the Storyboard or Clips

12.1. Introduction

Once your storyboard is finalized, you can export it to multiple destinations and in multiple formats at the same time.

Xedio Dispatcher makes it possible to export the storyboard to various destination types.

- to File

  This allows you to export a storyboard to a file that can be read by an external system.

- to Device

  This allows you to export an edit/media to an external device (XDCAM, XDCAM SxS or P2).

- to Target

  This allows you to export a storyboard according to a predefined Export Target profile (RTProf) or to a predefined Xsquare target.

12.2. Exporting to Target

12.2.1. Introduction

NEW ! The To Target subtab is used to export an edit/media according to a predefined Export Target profile (RTProf) or to a predefined Xsquare target.

An Export Target Profile (also called "RTProf") is an .xml file that contains the definition for rendering the storyboard created in Xedio Dispatcher into a single file on a given destination or into a clip on a given EVS server.

The Export Target Profile mainly includes the definition of the destinations, and of the codecs in which the file or clip need to be generated.

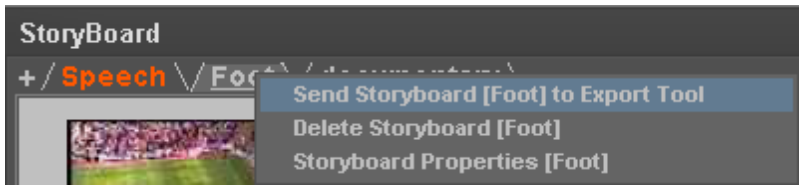
The Export Target Profiles can be defined and customized to your needs by the EVS Project Manager. However, you can also create your own Export Target profiles using the Target Wizard.

12.2.2. How to Export to Target

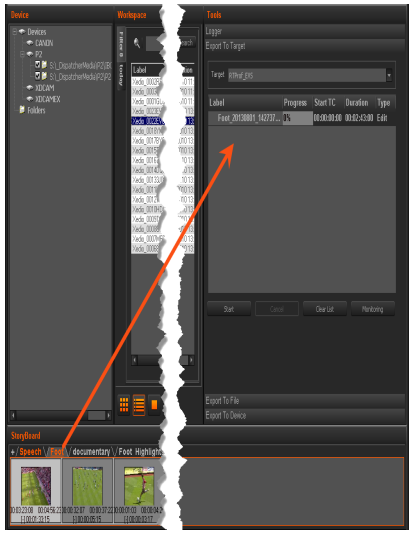
To export a storyboard to a predefined target, proceed as follows:

1. Click the Export to Target tab in the Tools area to expand it.
2. NEW ! From the **Target** field, select an export target profile (RTProf) or an Xsquare target.
3. Add the storyboard to the list of export jobs in one of the following ways:

- Right-click in the Storyboard area, and select **Send Storyboard to Export Tool**:



- Drag the storyboard tab to the open Export tab:

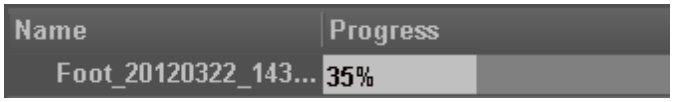


The storyboard name is added to the list of export jobs.

4. Click **Start** at the bottom of the tab.

The storyboard is exported as defined in the selected target profile.

The progress of the export job to an RTProf target is displayed in the List of export jobs:



The storyboards added to the list will remain available in the list, whether they have been exported or not, until the end of the user session.

The progress of the export job to an Xsquare target can be monitored by clicking the **Monitoring** button.

12.2.3. Monitoring the Export Process to a Target

NEW ! The **Monitor** button is used to monitor the export status.

The Monitoring window contains one tab per Xsquare server, provided that Xsquare servers have been configured from the Targets menu.

12.2.4. Exporting Metadata

During the creation of the export target profile, if the **Generate EVS metadata file** option has been selected in the High Resolution File Creation dialog box, in the Proxy/LoRes File Creation dialog box and/or in the Export to EVS Video Server dialog box, an evs.xml file that contains all the metadata associated to the A/V material is created for each codec/format, and destination folder defined in the target profile.

12.2.5. Exporting Logs

During the creation of the export target profile, if the **Generate log sheet file** or the **Export logs as locators to Avid** option has been selected in the Export Log Sheet File dialog box, storyboard cut points are exported as logs.

- Storyboard start timecode and storyboard end timecode are considered as cut points.
- Each cut point between the start and the end of the storyboard contains 2 logs: on for the IN point and one for the OUT point.

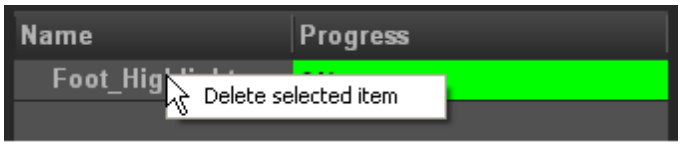
Each log will contain the following information:

- No ranking
- No keyword
- Description giving the source media label, the TC IN or TC OUT of the source media shot by the camera, and the shooting date.

12.2.6. Other Possible Actions on Export Jobs

Deleting an item in the list of export jobs

Right-click the item in the list that you want to remove, and select **Delete Selected Item** from the contextual menu



OR

Select the item and press the **Delete** key.

Clearing the list of export jobs

To clear the list of export jobs, already exported or not, click the **Clear List** button at the bottom of the Export Tool area.

It does not clear the output of export jobs stored on the various destination folders.

Moving an item in the list of export jobs

To move an item within the export list, drag it to required position. A thin red line indicates the drop position.

Renaming an item in the list of export jobs

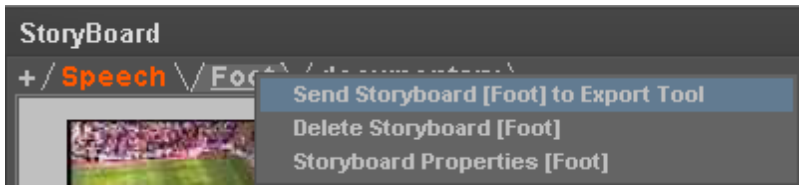
To rename an item within the export list, select the **Name** field and type a new name.

12.3. Exporting to Xedio, to File, to Device

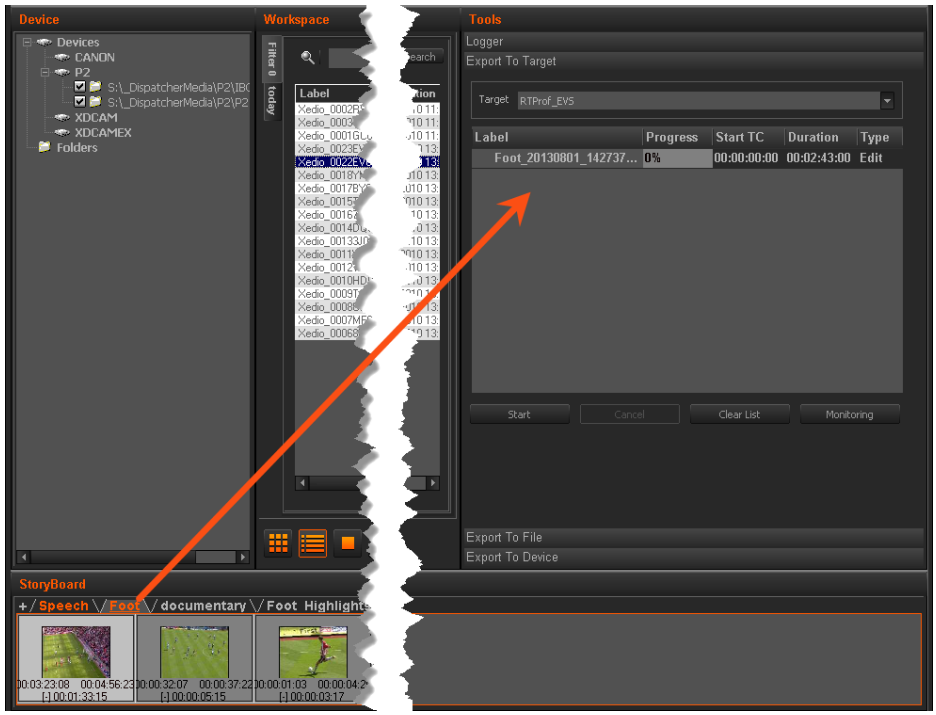
12.3.1. How to Export a Storyboard to File or to Device

To export a storyboard to a file or to a device, proceed as follows:

1. Click the Export to File or Export to Device tab in the Tools area to expand it.
2. Add the storyboard to the list of export jobs in one of the following ways:
   - Right-click in the Storyboard area, and select **Send Storyboard to Export Tool**:



- Drag the Storyboard tab to the open Export tab:

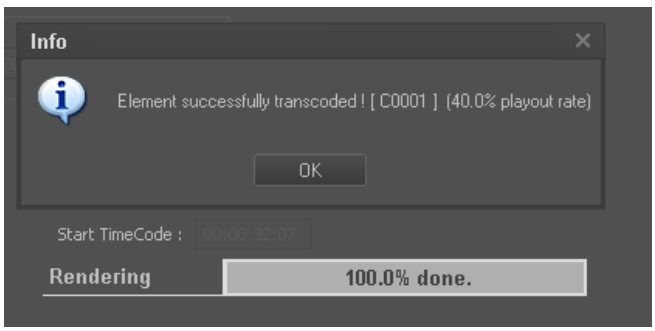


The storyboard information is displayed in the Export tab.

3. Set the export properties specific to the selected destination from the Destination zone.
4. Set the general export properties. See section "Setting the General Export Properties" on page 122.
5. Click **Start** at the bottom of the Export tool.

The export process begins and a progress bar allows the user to monitor the progress of the process.

At the end, a message informs the user that the process has been successfully completed:



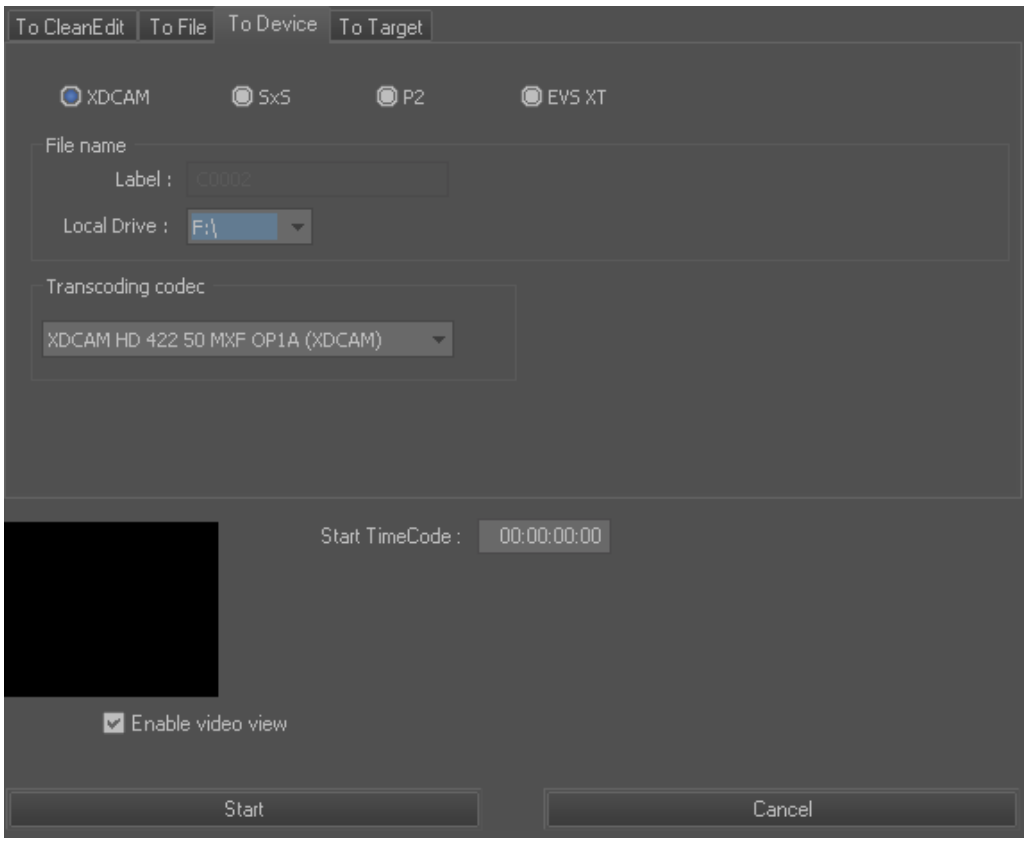
Note
"40% playout rate" means that the encoding process was 40% slower than real time (100% means real-time, 200% means 2 times faster than real time).

12.3.2. Setting the Export Properties To File

To export an edit/media to a file that can be read by an external system, complete the following fields before clicking the **Start** button.

Field	Description
Label	Name you give to the exported edit/media (mandatory).
Folder	Destination folder where you want to export the edit/media to.
Transcoding Codec	Codec profile, which will determine the final format of the edit/media in the destination folder.
Additional Parameters	This window can be reached by clicking the … button in the Transcoding Codec zone. This allows you to specify parameters for the new file, such as clip name, keywords, UmID or VarID.
Rendering from Low-res	When selected, the edit is rendered from the low-res file. This can save some time.

12.3.3. Setting the Export Properties To Device



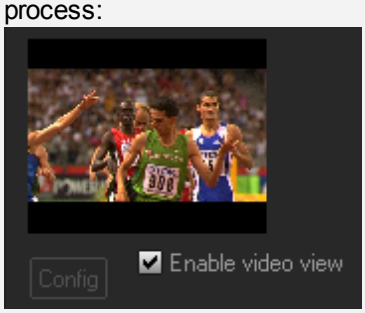
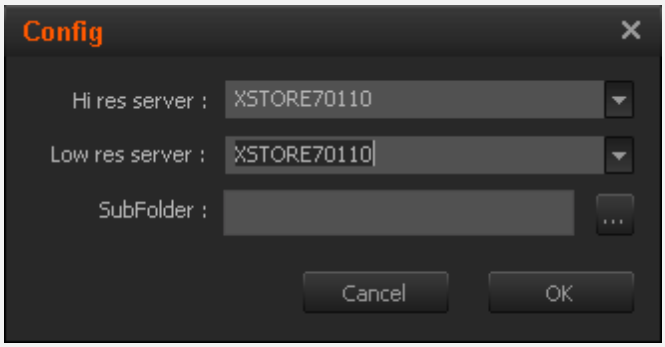
To export an edit/media to an external device, such as a XDCAM disk, a SxS card, a P2 card or an EVS server, select the device type (XDCAM, SxS, P2 or EVS XT) and complete the fields described in the table below, beforte clicking the **Start** button.

Field	Description
Common Fields	
Label	Name you give to the exported edit/media (mandatory).
Transcoding Codec	Codec profile, which will determine the final format of the edit/media in the destination folder. The available codecs depend on the type of device selected.
Additional Parameters	 This window can be reached by clicking the ... button in the Transcoding Codec zone. This allows you to specify parameters for the new file, such as clip name, keywords, UmID or VarID.

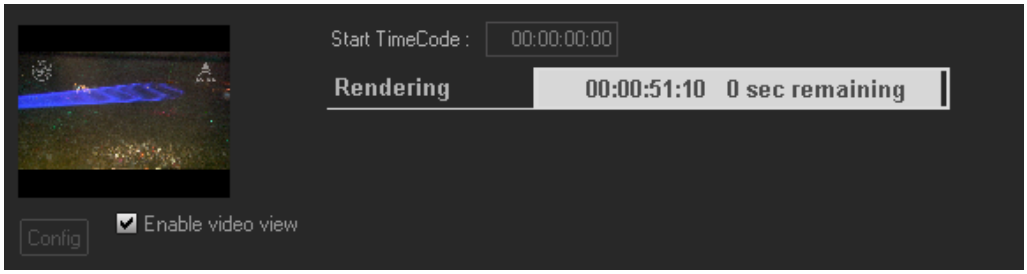
Field	Description
To Device EVS XT	
XFile Gateway	Name of the hardware device hosting the XFile application used to transfer the edit/media.
XT nr, Page, Cam	XT number, page and camera to send the edit/media to.
To Device XDCAM, SxS or P2	
Local Drive	Location where the edit/media will be sent to.

12.3.4. Setting the General Export Properties

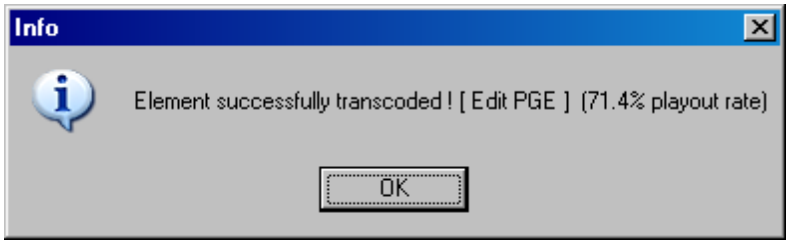
The following settings are available at the bottom of the To Xedio, To File and To Device sub-tabs:

Item	Description
Start Timecode	You can specify the edit/media timecode from which the export process will begin.
Enable Video View	When selected, a small video view is displayed during the export process: 
Config Button	Available only in the To Xedio tab. This opens a Config window where you can specify the hi-res and low-res media servers to send the edit to: 

When you click the **Start** button, the export process begins and a progress bar allows the user to monitor the progress of the process.



At the end, a message informs the user that the process has been successfully completed:



Note
"71.4% playout rate" means that the encoding process was 71,4% slower than real time (100% means real time, 200% means 2 times faster than real time). 71,4% means that the encoding process of a 1 min edit takes about 1 min 30 sec.

12.4. Exporting Clips and Sub-Clips

You can also export individual source clips, or sub-clips by using one of the Export tools. Proceed in the same way as for storyboards to export clips and sub-clips.

To add a source clip, drag the thumbnail of the source clip from the Thumbnail view or from the List view of the workspace to the open Export tab corresponding to the required destination types.

To add several source clips at a time, you can select them thanks to the usual commands, as detailed in section "Selecting Techniques" on page 55. Clips are then added in chronological order.

To add a sub-clip created in the Clip Player, which means with an IN point and an OUT point, and optionally a name, drag it to the open Export tab.

13. Glossary

Term/Acronym	Definition/Explanation
Cue Point	Reference point to a specific frame in a video sequence. Their purpose is to mark points of interest on the media. The cue point is only identified by a TC value.
Event	Event that is associated to a production show. It can be a football game, an entertainment show, a reality show, …
Keyword	Metadata attached to a log that provides information on the media content.
Keyword grid	Keywords displayed as icons in a grid.
Level of interest	See "Ranking".
Log	Reference points to a specific frame in a video sequence. Their purpose is to mark points of interest on the media. The log is identified by a TC value, and relates to an action in a given event. It is associated to keywords and/or a ranking, and possibly other metadata related to the action.
Log sheet	File that contains all logs for a given event.
Ranking	Metadata attached to a log that characterizes the importance given to the log, and usually symbolized by stars (no star = not important, 1 star = useful, 2 stars = important, 3 stars = very important).
Source clip	A/V material stored on the device that has recorded it (for example P2, XDCAM cameras, or an EVS server), and used as source content to create another A/V output (playlist, timeline, storyboard, etc.). This is also called "shoot" or "footage".
Source file	A/V material stored on a workstation or storage, and used as source content to create another A/V output (playlist, timeline, storyboard, etc.).
Storyboard clip	Individual element included in a storyboard. This can be a sub-clip or a full source clip/file.
Sub-clip	Part of a source material, defined by an IN and OUT points, that represents a new A/V material.

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